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FACT FILES 72



A Job for Number One
Starfleet's first officers at work

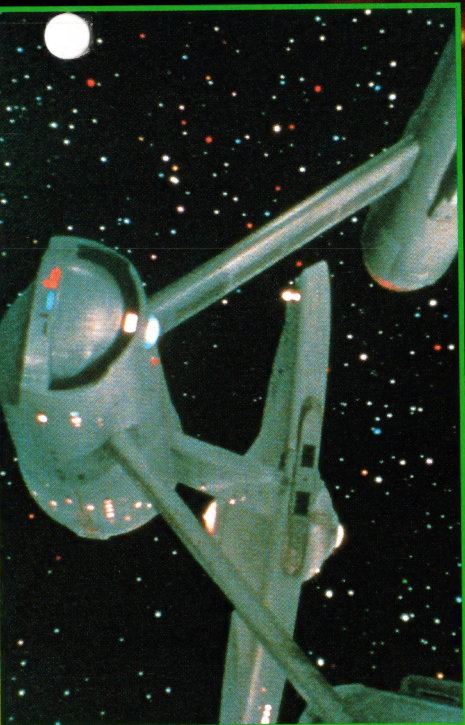


A Loyal Daughter
Azetbur's love for her father



Dr. Elizabeth Dehner
Handling the powers of a god

Romulan/Vulcan Reunification
Planning for peace after centuries apart



Inside the Impulse Engines
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Odo's Discovery and Early Life
Harsh beginnings in a loveless laboratory

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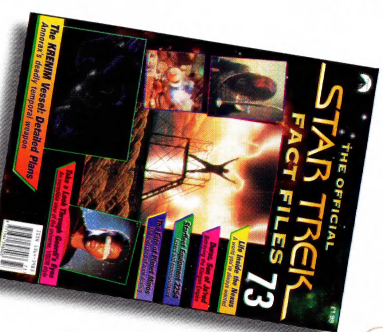
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 45

THE ULLIANS



OTHER GROUPS
AND RACES

The Ullians possess a deep appreciation for personal history and a keen telepathic ability. The interests and talents of these self-styled 'archeologists of the mind' drive them to research and compile the memories they are able to retrieve from individuals of many races.

The Ullians are a humanoid race. They have barnacle-like protrusions in crooked rows above and in front of their ears which extend to the edge of their eyebrows; their ears are large and have two holes in them, one in the center and one at the top corner.

The Ullians are a race of telepaths who have cultivated the valuable ability to help people access forgotten memories. They have a natural aptitude for memory retrieval, but it is still predominantly a learned faculty. Those interested in pursuing this path commit to years of study and are

very highly trained. As with any skill, practitioners dramatically vary in their abilities: one may be able to access a memory in hours that another fails to resurrect in days.

The Ullians believe that a world's history is contained in the individual experiences and memories of its people, and this has spurred them into creating a unique library. They have set out to compile a collection of personal histories by traveling to a multitude of planets and star systems, telepathically resurrecting the myriad memories of individuals of many different races. Years are spent planning

the library and, by 2368, the Ullians have surveyed 11 planets in eight star systems, including **Hurada III**, **Mellina II**, and the **Nel system**. They expect to be interviewing people and collecting memories for many months to come.

Resurrecting memories

To commence the process of memory retrieval, Ullians rest their right index and middle finger against their right temple and close their eyes. They begin by asking probing questions of their subject, who is gently helped to relive the moment of their memory. Due to their extensive training and telepathic



▶ The Ullians are able to access the memories of other races. They initiate the telepathic contact by placing two fingers on the side of their forehead.



▶ The Ullian delegates who travel on the U.S.S. ENTERPRISE wear identical white outfits.

GRAND PROJECT



▶ The Ullians move from world to world. En route, they offer their services to the crews of the starships on which they are passengers.

History is personal

The Ullians believe that the true history is in the memory of the people rather than in written records. They see memories as similar to the stories that were passed down the generations by the oral historians of ancient times.

Planet Ullian homeworld

Quadrant Alpha **Class** M

Dominant race The Ullians

Special abilities

With training, the Ullians can develop telepathic abilities that allow them to retrieve long-forgotten memories.

Life form

Social structure

The Ullians have emerged from a time of violence to enjoy 300 years of peace and respect for one another.

Intellectual development

The Ullians plan to create a library containing the memories of many races.

Starship log

STAR TREK: THE NEXT GENERATION
'Violations'

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- 3 THE BETAZOIDS
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GALAXY FACTS

▶ The typical style of Ullian dress is a belted white robe covered by a white outer garment that is patterned with distinctive white holes.

▶ The three Ullian researchers are waiting at **Starbase 440** for transport to their homeworld, but the **U.S.S. Enterprise** volunteers to take them instead.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

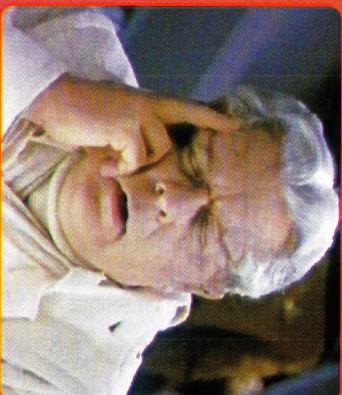
CARD 45

THE ULLIANS



OTHER GROUPS
AND RACES

▶ Keiko O'Brien volunteers to undergo memory retrieval. She wants to learn more about a chipped cup she only partly remembers.



▶ Tarmin is Jev's father. He is a much more accomplished memory retriever than Jev, and is quick to remind his son of his greater adeptness at the process. Jev is resentful of his constant criticism.

▶ With Tarmin's help, Keiko remembers that the chipped cup belonged to her grandmother, who washed brushes in it after doing painbrush writing. Keiko used to fill the cup with water for her.



along with the subject and helping them recall further aspects of the event. Once a certain amount of information is regained, the rest of the memory floods in. Generally, the subject of a memory retrieval finds the experience a very pleasant one.

Strict code of conduct

Those who retrieve memories are subject to a rigid code of conduct. Until the mid 21st century, the Ullians were a violent people, and cases of forced, and unwelcome, interference in another's memory – a process known as **telepathic memory incursion** – were known to occur.

Gradually, this aspect of Ullian society faded. By the late 21st century, the Ullians were a much more peaceful people and such cases are rare today. Medical records exist for the effects of the memory invasions, but it is three centuries since the last recorded case.

The Ullians are taught to respect the privacy of an individual's mind and never probe their memory

without permission.

Any transgressions are prosecutable by law on the Ullian homeworld, and sentences are quite severe.

In this vein, it is also stressed that individuals should be free to come to the process of their own accord, and should not be pressed into taking part. Unfortunately, even in the

advanced, modern Ullian society, there may be unethical practitioners.

The more sinister applications of the Ullians' telepathic abilities is extremely traumatic for the victim. Some Ullians find a perverse pleasure in controlling another's mind and forcing a remembrance upon a subject; this can be carried out even if they are not physically in their victim's presence. The Ullian can then manipulate the original memory to serve their own purpose.

During a memory invasion, the victim initially experiences a real memory, taken from his or her subconscious. This induces a trance-like state in which the victim is unable to shake off a waking dream that quickly deteriorates into their worst nightmare. The perpetrator inserts him or herself into the memory by taking the place of an original participant and mentally attacking the victim, who has no means by which to defend themselves.

The after effects of this mental rape are very serious. The victim falls into

a deep, inexplicable coma, exhibiting no sign of illness or infection. The only detectable difference is the slight presence of electropathic activity in the thalamus, the part of the brain involved in memory function. They wake up with little or no memory of what happened.

forgoten memories for their library. During his time on the ship, Jev commits telepathic memory invasions of three Enterprise crew members. After ruling out everything but the presence of the Ullians aboard the ship, Captain Jean-Luc Picard decides to confine them to their quarters.

The electropathic residue present in the minds of the victims is

Recent transgressions

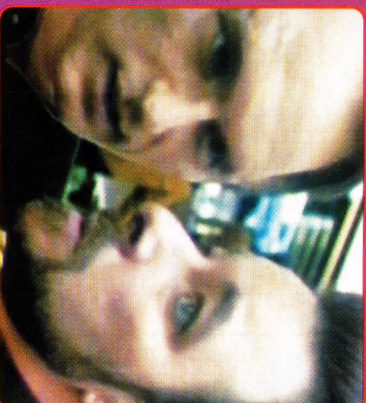
The only recorded cases of telepathic memory invasion in recent times are perpetrated by Jev, a library project researcher, his crime is discovered on Stardate 45429.

The **U.S.S. Enterprise NCC-1701-D** has offered to convey three Ullian delegates, including Jev, to Kaldra IV to continue the retrieval and compilation of

identical in pattern to Iresine Syndrome. Victims do not have the decreased histamine level that always accompanies Iresine



▶ In Jev's telepathic memory invasion of Deanna Troi, he inserts himself into a romantic memory she has of Will Riker. When she begins to remember his involvement, he substitutes his father's face for his own.



▶ William Riker is made to relive a warp core breach aboard the **U.S.S. ENTERPRISE** during which he was unable to save some of the engineering staff, who were locked in when the safety door closed.

▶ Riker sees Jev's face in the memory invasion. The Ullian appears as a distraught engineer who blames Riker for his colleague's death, playing on the commander's guilt.





THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 7

ROMULAN REUNIFICATION

THE ROMULAN
STAR EMPIRE



It is centuries since an offshoot of the Vulcan race formed the **Romulan Star Empire**. But some members of both races still hope that, one day, their peoples will once again come together in peace.

Once, in the distant past, the **Vulcans** and **Romulans** were members of the same race, and shared one world. But, centuries ago, Vulcan exiles who did not want to listen to **Surak's** pleas for peace and logic shed their Vulcan heritage and became a new race: the **Romulans**.

The Romulans, through war and conquest, they forged a mighty **Star Empire**, and ruled it with an iron hand. Over the centuries, the gulf between the two races grew ever wider.

Hopes for peace

A few idealists on both worlds, Vulcan and Romulus, believe that, one day, their two races might once again become one. The road to reunification is littered with the remnants of failed attempts, but there are many people who still hope that it is not an impossible dream.

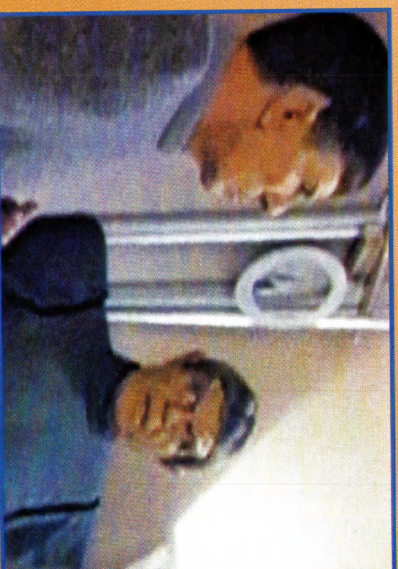
Appealing as the idea is, the odds against reunification seem insurmountable. After so many centuries, many fundamental differences

► **Romulans who hope for reunification meet in secret, often in dark and secluded locations. They know that their dream may be a long time in coming.**



► **The support of two high-ranking officials, Senator Pardek of Romulus and Ambassador Spock of Vulcan, gives the reunification supporters high hopes.**

have evolved between the Vulcan and Romulan people. But, beneath their savage aggression, Romulans can be quite tender in their relationships with each other. It is this compassionate core of loyalty and honor that gives hope to those who believe that reunification is possible. This may not happen for decades, or



even centuries, but Vulcans and Romulans share at least one important attribute: great patience.

By the late 24th century, there has been a growing movement of people on Romulus who have, for some time, been seeking to learn more of the ancient Vulcan ideals in the hope of finding common ground between the two philosophies.

Importance of the past

Supporters place great value on old Vulcan artifacts such as books telling the story of the Vulcan separation, and dice-like objects inscribed with the syllabic nucleus of the Vulcan language. Romulans who are sympathetic to reunification have passed the Vulcan language down from generation to

generation, preparing their children for the day when they "will live again with our Vulcan cousins." There are groups of supporters in every populated area, and the growing support has become a serious concern to the Romulan government. As might be expected, the government is opposed to any open discussion on the subject, and the movement's leaders risk arrest. But this has only succeeded in forcing the movement underground, where it continues to flourish and gains new allies, even among the highest circles. Perhaps the moment for reunification has come.

The most recent serious attempt at opening official talks on reunification happens in 2368: the three

FOR A BETTER TOMORROW

Underground

Spock has enjoyed a long and distinguished career as a Starfleet officer and, more recently, as a Federation ambassador. But his work with the Romulan reunification supporters is unofficial and is not supported by the Federation. He leaves for Romulus without telling anyone where he is going, and when the Federation first receives reports that he is on the Romulan homeworld, it is feared that he has defected.

► **Spock played an important part in the late 23rd century peace talks between the Federation and the Klingons, and now hopes to bring peace with the Romulans. He is prepared to sacrifice his career for this honorable goal.**



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▶ **The Federation are so concerned about Spock's disappearance and reports of him being on Romulus that Captain Jean-Luc Picard and Lt. Commander Data are sent undercover to discover the truth behind his actions. They soon contact the underground.**



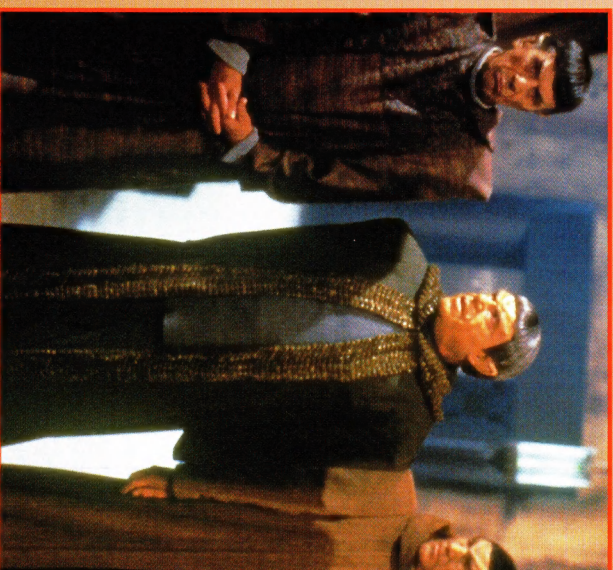
The Guide to the STAR TREK Galaxy

FILE 12 CARD 7

ROMULAN REUNIFICATION



using Spock to plan an invasion of Vulcan. The plan is foiled, but the experience shows that a serious move toward reunification is still a long way off.



▶ **Spock and Pardek are friends for years, and Spock trusts the Romulan senator implicitly. There is nothing to indicate that Pardek is in fact a traitor to the cause, and is planning to help his people invade Vulcan.**

most important people involved are the **Vulcan Ambassador Spock** and two Romulan government officials, **Senator Pardek** and **Proconsul Neral**.

Spock first meets Pardek, an advocate for peace whom the Romulan leadership consider to be something of a radical, at the **Khitomer** conference in 2293. Their relationship, built on mutual ideas, friendship, and trust, grows over the years.



In 2368, when Spock hears rumors about the growth of support for reunification, he secretly travels to Romulus in the hope of further promoting the idea. Spock concedes that success may be unlikely, but is prepared to take the risk; he knows the rewards of a union between the worlds is great. And so, working within the underground movement, Spock and his colleagues begin to take the first small steps. Pardek eventually gains Spock an audience with Neral, the new Romulan Proconsul. He is young and apparently

idealistic, having risen rapidly from a **Uhan** in the Romulan Guard to his current position of power.

Cruel betrayal

Neral has promised many reforms within the government, gaining him planetwide popularity. His is a voice to which the Romulan people will listen. Neral appears to agree that the time has come, and promises that he will

publicly endorse the concept of reunification. The situation is not what it once was; after endless confrontations with the Federation and involvement in the **Klingon Civil War**, the old leaders have lost the people's respect. It is time for a new voice to be heard: that of reunification.

But all is not what it seems. Pardek and Neral, in league with **Sela**, are

did centuries earlier. Whether the Vulcans and the Romulans will ever again be a single people, uniting the best of both races, is a question that only the future can answer. But as long as there are those who believe in the ideal of reunification, this noble dream refuses to die.



BETRAYAL



Hopes for the Romulan/Vulcan reunification remain, in spite of the attempted sabotage by Sela and high-ranking Romulan officials.

▶ **Old Vulcan artifacts such as objects covered in writing symbols are passed down through families so that the Vulcan language is kept alive in anticipation of reunification.**

▶ **The real hope for reunification lies with the enthusiasm of youngsters such as D'Tan. His parents support reunification, and have brought him up to follow their aims.**

Poised for invasion

Unknown to Spock, Neral and Pardek are in league with Sela; they are in fact planning to launch an invasion of Vulcan. The Romulans have stolen Vulcan ships from Federation surplus depots, and intend to use these to transport thousands of Romulan invasion troops to Vulcan in the guise of a peace envoy. A message of support from Spock will help to disguise the true nature of the invasion fleet.

When the plan is discovered, Spock is able to instead broadcast a warning message. The invasion fleet is destroyed by a **Romulan Warbird** in order to destroy all evidence that it ever existed.

ROMULAN FACT

Before the Vulcans embraced Surak's ideals, they were a violent race. Those who refused to listen, and left to become the Romulans, have more in common with their ancient ancestors than the modern Vulcans, descended from those who stayed on their homeworld.



ROLES WITHIN STARFLEET

FIRST OFFICER

DUTIES AND ROLE

The role of the first officer is vital to the smooth running of any starship. The bonds of friendship and loyalty forged between a captain and his or her number one can last long after their service together ends.

Second only to the captain, the first officer is an invaluable part of the function and command structure of any starship. The position, which is also sometimes referred to as executive officer or 'number one', was first established on Earth in the seagoing vessels of the mid 15th century; many planets have developed similar positions in their respective military environments. The position has evolved into a multifaceted job with many important responsibilities, all of which are essential to the smooth operation of a **Starfleet** starship.

Until the end of the 23rd century, the first officer often held an additional post on a starship, such as that of science officer in the case of **Mr. Spock** of the **U.S.S. Enterprise NCC-1701**, but by the 24th century, as starships become larger and more complex, the role of first officer has become a job in itself.

The primary responsibility of the first or executive officer is to take command when the captain is killed, incapacitated, missing, or, for some other reason, no longer able to remain in command of the vessel. As such, the first officer must be as knowledgeable about, and intimately familiar with, his or her ship and crew as is the captain. At any time, the first officer

▶ **By the late 24th century, the captain is no longer expected to take part in routine away missions; the first officer is usually in command of the away team.**

▶ **On most late 24th century Starfleet vessels, including those of the GALAXY and INTREPID classes, the first officer sits to the right or left of the captain in the central command area of the bridge.**

may be called upon to take the center seat and must be able to do so without hesitation.

It is also the first officer's responsibility to relieve the captain of command if, for some reason, the captain is found incompetent or unable to carry out his or her duties as commanding officer. This is not done lightly, however, and if a first officer relieves the captain of command, it will be up to him or her to show due cause and justification in front of a **Starfleet Board of Review** at a later date.

Day to day duties

Taking command of the ship is the primary duty of the first officer, but his or her day to day responsibilities lie in keeping the ship operating at peak proficiency. The first officer oversees all department heads on board and is constantly briefed by them as to the status of their various departments and concerns. He or she is responsible for informing the captain of the results of these briefings and for recommending a course of action. He or she is also responsible for reviewing crew performance and for recommending crew members for promotion; the captain then presents a final review for submission to **Starfleet Command**.

Another of the first officer's jobs is to keep the crew happy. On many ships, he or she does this by working closely with the ship's counselor. Together, they work to maintain the peak proficiency of the crew by seeing that there are no problems and that all members of the crew feel they can come to either of them with any situation.

Essentially, the first officer acts as a buffer between the crew and the captain. While this may



▶ **The first officer heads meetings of the senior crew when, for whatever reason, the captain is unavailable.**



▶ **If the captain is killed or injured, the first officer takes charge and moves to the central seat.**

seem, at first, to be a very impersonal way to run a starship, this buffer is important. If the captain is distracted by all of the day to day minutiae of running the starship, he or she would be unable to completely focus on the more important responsibilities of command. Therefore, it is the first officer's responsibility to handle the small details, and to report only the





▶ **A first officer can sometimes find him or herself leading a rescue party to retrieve a missing captain.**

most important of these matters to the captain when it is felt that the captain's intervention is necessary.

It is the first officer's responsibility to make sure that the captain remains safe at all costs. In the 23rd century, it is usual for starship captains to lead landing parties, often putting themselves in danger by transporting into hostile or life-threatening situations, sometimes by themselves. But by the late 24th century, after it has been realized by **Starfleet**

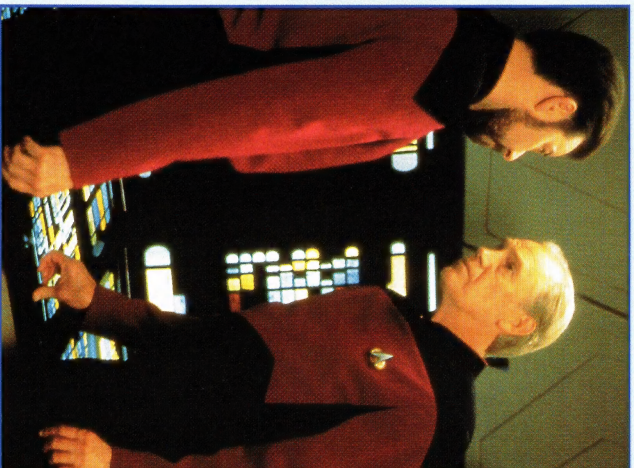
Command that the mortality rate among its captains is unacceptably high, they institute new guidelines for away team missions. First officers are now usually the first to transport into any situation, and can, if the situation warrants, question the captain's orders and advise him or her not to transport into a situation that they feel would be threatening to the commanding officer.

Perhaps the most serious of the first officer's responsibilities is his or her duty to participate in the activation of the autodestruct sequence if it becomes necessary to destroy the ship. In most cases, the sequence is activated by the captain, and the first officer must concur for the autodestruct to be engaged. However, if the captain is unable to activate the autodestruct sequence, the responsibility falls to the first officer.

On the ladder of success

Most first officers reach the position from the command wing of Starfleet, but there are some that have come from the science division, and even more infrequently, but not unheard of, from Engineering. However, no matter what duty division the first officer comes from, all of his or her responsibilities, while numerous, have an underlying purpose: to prepare the first officer for his or her own starship command.

The first officer's position is the place where captains are bred and groomed. There are very few 'career' first officers, and while any first officer has the option to turn down promotion



▶ **When a starship captain is sick or incapacitated, it is the duty of the first officer to take command until the chief medical officer deems the captain fit enough to resume command.**

to the captaincy, very few do. In fact, if a first officer turns down a promotion more than once, it can be looked at unfavorably.

The first officer's position is one of great responsibility, and great reward. A good first officer can make the difference between a successful mission and a disastrous one. It is the first officer who has his or her finger on the pulse of the starship, and can know instantly when something is amiss. The first officer knows the captain inside and out, and should be able to predict any decision that the captain might make and carry out any order to the letter. And, like any Starfleet officer, the first officer is expected to give his life, if called for, in the line of duty. For all of these responsibilities, the first officer is an invaluable part of any starship and a crucial link in the chain of command.



▶ **Different captains expect different things from their first officers, and each has his or her own preferred way of working together. Captain Jean-Luc Picard values Commander Riker's willingness to speak his own mind and to question orders with which he does not necessarily agree; Captain Edward Jellico prefers the first officer to follow orders without question, and does not expect discussion.**



▶ **During the 23rd century, the first officer often held another role aboard the ship, such as that of science officer. By the late 24th century, it is a stand-alone role.**



▶ **The first officer can sometimes find him or herself in the unpleasant position of leading the memorial service for a captain who has been killed in the line of duty. When such tragedies happen in deep space, the first officer has to take over command.**

▶ **Commander Chakotay faces a particularly challenging role as first officer of the U.S.S. VOYAGER. As Captain Janeway is unable to discuss delicate matters with Starfleet Command, Chakotay is the person with whom she talks things over.**



NAME: U.S.S. ENTERPRISE NCC-1701-D
 FACILITY: SKELETAL STRUCTURE
 PLAN: SYSTEM LOCATIONS

The inside of the hull is attached to microextruded terminium trusses.

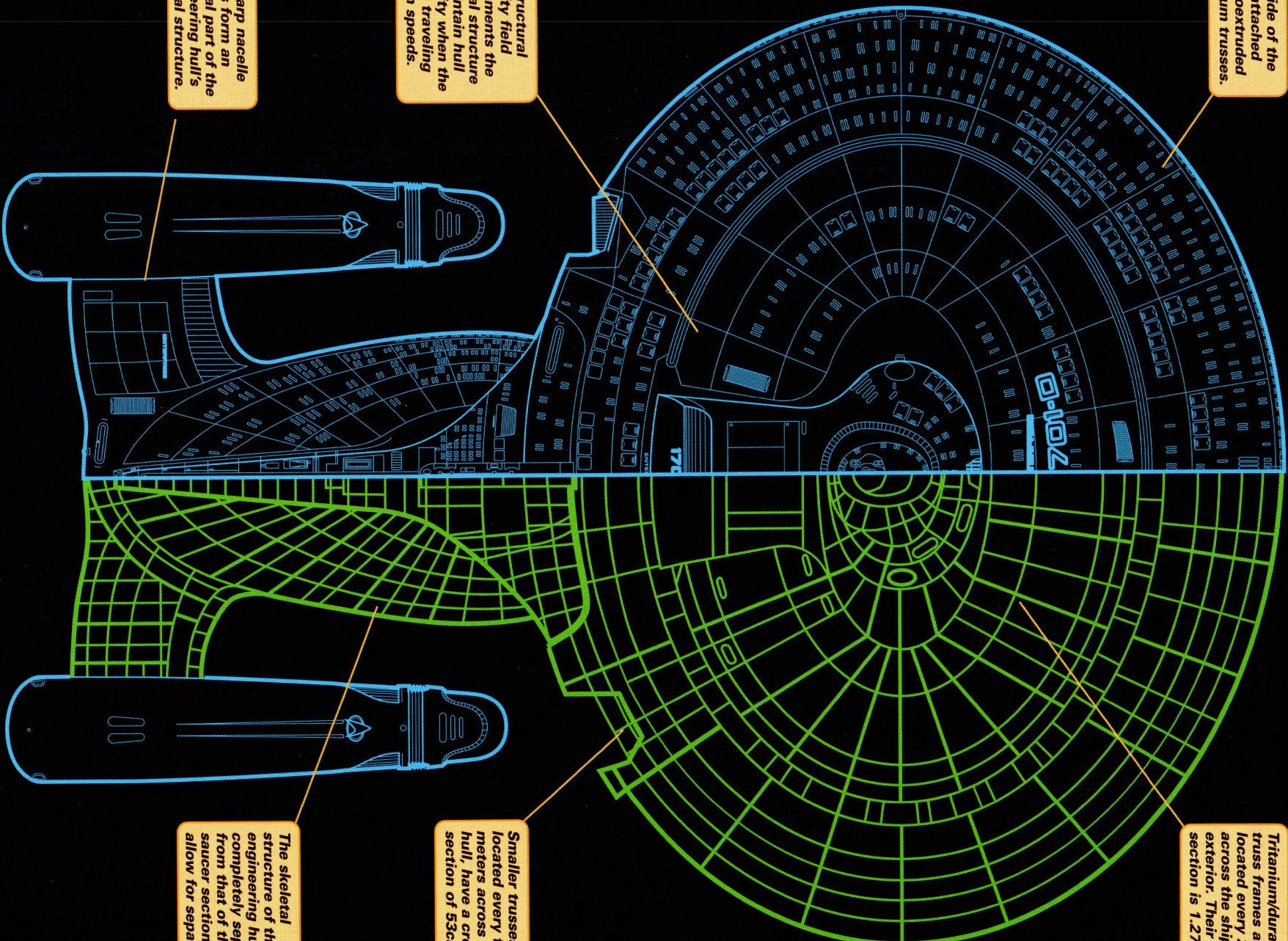
Tritanium/duranium truss frames are located every 25m across the ship's exterior. Their cross section is 1.27m².

Smaller trusses, located every five meters across the hull, have a cross section of 53cm².

The structural integrity field supplements the skeletal structure to maintain hull integrity when the ship is traveling at high speeds.

The warp nacelle pylons form an integral part of the engineering hull's skeletal structure.

The skeletal structure of the engineering hull is completely separate from that of the saucer section to allow for separation.





NAME:

U.S.S. ENTERPRISE NCC-1701-D

PLAN:

SYSTEM LOCATIONS

FACILITY:

SKELETAL STRUCTURE

No matter what state of the art technology is available aboard the *U.S.S. Enterprise NCC-1701-D*, the most important thing is that the ship is built to be strong enough to withstand the rigors of deep space.

The first frame elements of the *Galaxy*-class *U.S.S. Enterprise NCC-1701-D* – the Deck 10 computer core elliptical compression member and the starboard main longitudinal compression bulkhead – were welded together at the *Utopia Planitia Fleet Yards* on June 3, 2350, it then took five years to complete the construction of the entire skeletal structure. The vessel's skeleton is constructed from an interlocking series of **tritanium/duranium** microfilament truss frames and microextruded **terminium** trusses. The panels of the exterior hull are attached to the main trusses of the skeletal structure by **gamma-welded electron-bonded duranium pins**.

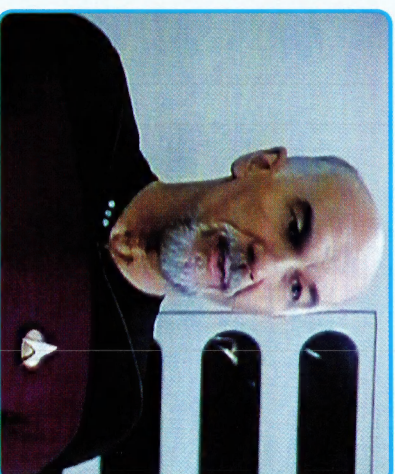
Large trusses form the outer shape of the

ship, while smaller ones provide the deck and core structure of the interior; the inner hull structure is directly attached to the framework of terminium trusses.

Structural integrity

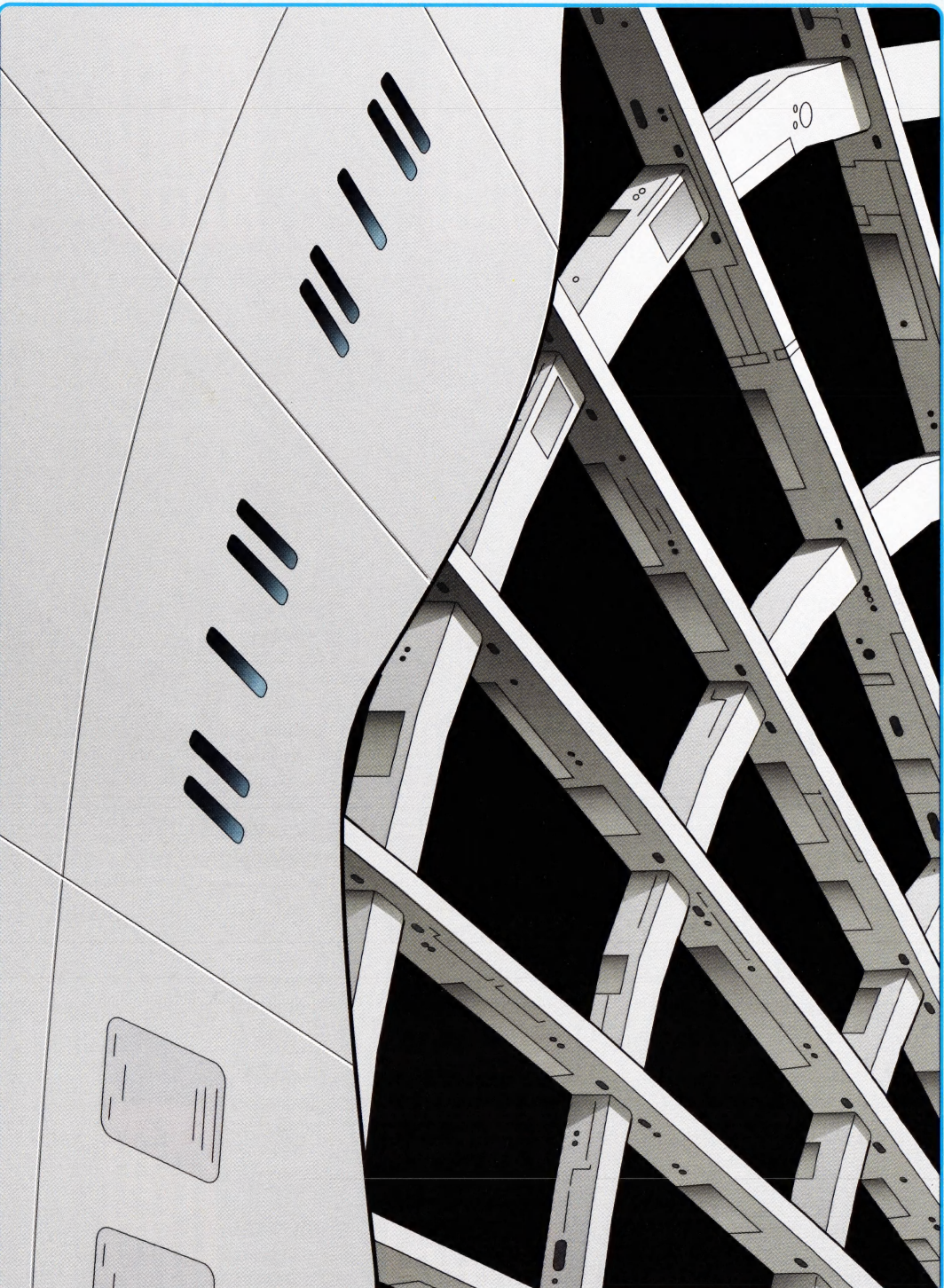
Both frameworks are carefully designed to provide the maximum support while minimizing strain and vibrations that could damage the structure. During flight, structural integrity is further protected by the structural integrity field, without which the *Enterprise* would be unable to withstand high acceleration speeds.

The entire framework is connected in such a way that it is possible to separate and replace small sections, should they become damaged,



Commander Orfil Quinteros is in charge of the team that assembles the *U.S.S. Enterprise NCC-1701-D* at the *Utopia Planitia Fleet Yards* during the 2350's.

without needing to remove large sections of the ship. This is especially true of the small **polyduranium** support rods that make up the internal secondary support structure.



The basic shape of the *GALAXY*-class *U.S.S. Enterprise NCC-1701-D* can be seen from the framework of trusses that make up the ship's skeletal structure. The panels of the outer hull are then placed on top of these beams; the skeletal structure attaches directly to the inside of the hull panels.

FILE 48 KLINGON PERSONNEL

SEE OTHER
FILES...THE KLINGON EMPIREFile 11
STAR TREK IV: THE
UNDISCOVERED COUNTRY ...File 77

Azetbur: A Loyal Daughter

When the Klingon homeworld is threatened with ecological disaster, Chancellor Gorkon initiates peace talks with the Federation. After his brutal assassination, his daughter Azetbur takes over his position and continues his work.

A devastating explosion on the Klingon moon of **Praxis** in 2293 leads **Chancellor Gorkon of the Klingon High Council**, aided by his daughter **Azetbur**, to initiate peace negotiations that will end 70 years of hostilities between the **Klingon Empire** and the **United Federation of Planets**. The catastrophic destruction of Praxis necessitates immediate and radical action by the High Council.

Due to the enormous size of the Klingon military budget, their economy does not have the resources to deal with the pollution of the ozone layer and depletion of oxygen supplies that will now affect the Klingon

homeworld of **Qo'noS**; in only 50 years, the planet will be uninhabitable. With nowhere else to turn, Gorkon proposes peace with the Klingons' greatest enemy, the Federation, and sets out to convince all parties involved that such a truce is possible.

Close relationship

Gorkon relies on his daughter Azetbur for counsel during this difficult period. Azetbur is a stunning Klingon woman, tall and regal in her crimson and black ceremonial robe. Her determined stare shows that she is someone to be reckoned with.

Women are generally afforded second class citizenship in the male dominated Klingon culture, but it is likely to be as

much Azetbur's own intelligence and skill as her relationship to Gorkon that allows her to take such an active role in her race's politics.

Azetbur is very close to Gorkon; she is proud, loving and very loyal, and although she may sometimes disagree with him over specific issues, she has chosen to devote herself to his cause. She holds no official position with the Klingon government, but she accompanies Gorkon on his ship **Kronos One** when it travels from the Klingon Empire, through United Federation of Planets space, to the final peace negotiations that are due to be held on Earth.

PROFILE ON AZETBUR

NAME

Azetbur

LIFE FORM

Klingon female

FAMILY

Gorkon [father]

STATUS: Azetbur becomes Klingon Chancellor following her father's murder in 2293. She continues his work toward peace with the United Federation of Planets.

STAGING LOG: STAR TREK VI: THE UNDISCOVERED COUNTRY

▶ *Azetbur does not always agree with Gorkon but, even after her father's brutal murder, she understands that a lasting peace with the United Federation of Planets is the best way forward for the Klingon Empire.*



The **U.S.S. Enterprise NCC-1701-A**, under the command of **Captain James T. Kirk**, is sent to escort Gorkon's ship, and Azetbur remains at her father's side throughout their visit. When Kirk offers the visiting Klingons a tour of his vessel, Azetbur respectfully falls into line behind her father, who leads the Klingon delegation.

Speaking out

At a formal dinner aboard the ship, Azetbur sits in a position of honor directly to her father's left. As toasts are offered around the table, she adds her own personal addition, in Klingon, to the toast

offered by **Dr. Leonard McCoy**, who describes Gorkon as "one of the architects of the future."

Azetbur is not afraid to state her opinions, even if they are likely to cause offense. She is confident in expressing her belief that humans, by nature, are racist toward all alien species; she believes that the Federation is nothing more than a "Homo sapiens only club". Although Gorkon listens intently, he does not rein in his daughter's outspoken opinions. Afterward, he only adds that Klingons and humans obviously have a very long way to go in their fledgling relationship.

Azetbur and her father clearly disagree in their attitudes toward Captain Kirk, as exemplified when Gorkon's party departs the **Enterprise**. Gorkon addresses Kirk directly; Azetbur refuses to speak to him, but does bid **Captain Spock** farewell.

When Gorkon is assassinated, apparently by two unknown assailants from the **Enterprise**, Azetbur is devastated. She

★ Friendship begins

The Klingon delegation is invited aboard the U.S.S. **ENTERPRISE** for a formal dinner that includes Romulan ale. Azetbur sits in a position of honor next to her father.



★ Outspoken views

Azetbur does not always share her father's views, and her opinions of the Federation are not as high as his. But even though she speaks her mind, she works toward his aims.



Azetbur: A Loyal Daughter



★ **Frantic aid**
Dr. McCoy and Captain Kirk work frantically to save Chancellor Gorkon from injuries sustained during an attempted assassination as Azetbur looks on.

★ **Innocence revealed**
When the true culprits are revealed at the Khitomer peace conference, Azetbur realizes the innocence of the Starfleet officers who Colonel Worf defended.



"Mr. President, let us get to the point. You want this peace conference and so did my father. I will attend in one week, on one condition . . . we will not extradite the prisoners."

— Azetbur



★ **Arrested**
Kirk and McCoy are arrested for Gorkon's murder; it appears that the assassins beamed onto the Klingon ship from the U.S.S. ENTERPRISE. Azetbur watches as Kirk and McCoy are taken away.



★ **Demands**
Azetbur will continue the peace process, but she will not agree to hand over Kirk and McCoy to the Federation.

★ **On trial**
Azetbur watches the trial of Kirk and McCoy from a high vantage point. She is surrounded by other high-ranking Klingons, and a banner is displayed in front of her.



Power inherited
Azetbur is named Chancellor of the High Council in place of her deceased father. Loyal to his memory, but vengeful toward his accused killers, she contacts the President of the United Federation of Planets and relates that she will obey her father's wishes for the peace initiative to continue, but only on the condition that Kirk and McCoy are not extradited back to Earth; nor must there be any military attempt to rescue them. If the peace talks are to continue, they will do so on her terms.

Azetbur shows her

growing independence when, in an aggressive manner very different from that of her father, she declares that any attempts to rescue the **Starfleet** prisoners will be considered an act of war. She further demands that a neutral site be selected for the

conference due to recent events. However, her father's influence on her beliefs are still apparent: when exhorted by her

generals to attack the Federation, Azetbur takes the same philosophical line as Gorkon, believing that war is as obsolete as the Klingons themselves are in danger of becoming. She sternly commands that the peace process begun by her father will go forward. Azetbur reveals her vindictive streak again, however, when she

★ **Peace at last**
Azetbur once again meets Kirk at the Khitomer peace conference. She now knows that he was not responsible for her father's death.

Truth revealed

At **Khitomer**, the new secret location of the peace talks, Azetbur publicly expresses the idealistic sentiments of her father before the gathered delegates. She and Gorkon both fervently believed that the Klingon people are proud and will continue to

participate in the peace process so that they may survive and remain a proud race of warriors.

Azetbur is relieved to find her father's faith in humans is justified: the possibility of peace is restored when Kirk, having escaped from the penal colony to which he was sent, saves the peace conference from further attacks by the Federation and Klingon forces seeking to derail the process. It is at this moment that Azetbur is able to let go of the past. Her father's dreams of peace with the Federation will become a reality that will last decades.



Odo's Early Years

Odo, a mysterious and confused life form, finds Dr. Mora Pol's treatment of him cruel and barbaric. But as much as he dislikes the Bajoran scientist, he learns to hone his shapeshifting abilities as he grows in the lab.

OTHER CARDS
IN THIS FILE...

APP 2A ODO: SECURITY CHIEF
APP 2C ODO: LIFE AS A SOLID

SEE OTHER
FILES...

STAR TREK:
DEEP SPACE NINEFile 70

n 2358, a mysterious organic life form was found in the **Denorios Belt**, a charged plasma field in the **Bajoran system**; it was like nothing the Bajorans, nor their **Cardassian** occupiers, had ever encountered. The sample was taken to **Dr. Mora Pol** at the **Bajoran Institute of Science**, but he had no idea what to make of the shapeless, viscous mass of organic broth.

Many tests

As Bajor was under Cardassian occupation at this time, all specimens had to be labeled in Cardassian. Dr. Mora called the liquid an "unknown sample", which translated into **Odo'ital**, literally 'nothing.' This nothing, however, was an infant shapeshifter. Centuries ago, Odo's people sent 100 Changeling infants into the Galaxy to learn about other races. These small and defenseless beings were an effective, if heartless, way of discerning which races would treat shapeshifters with respect and which would harm them.

The infant Odo was less than a quarter of a liter in size. He didn't know what he was, and had no memory of where he came from; he didn't even know he had the ability to mimic other forms. Without knowing what he was supposed to do, Odo felt lost and alone. He enjoyed shapelessness, finding it very relaxing, and so he preferred to stay that way.

With a scientist's

perspective, Dr. Mora viewed Odo as a mystery that needed to be unraveled. It never occurred to him to talk to Odo; he didn't consider that the specimen he was poking and prodding might be a life form. In fact, the treatment

Odo received at the Bajoran scientist's hands, both before and after it was learned he was sentient, was rough and inhumane, something Odo finds hard to forgive in later life.

Within three days of arriving in the lab, Odo had more than doubled his size and was mimicking half a

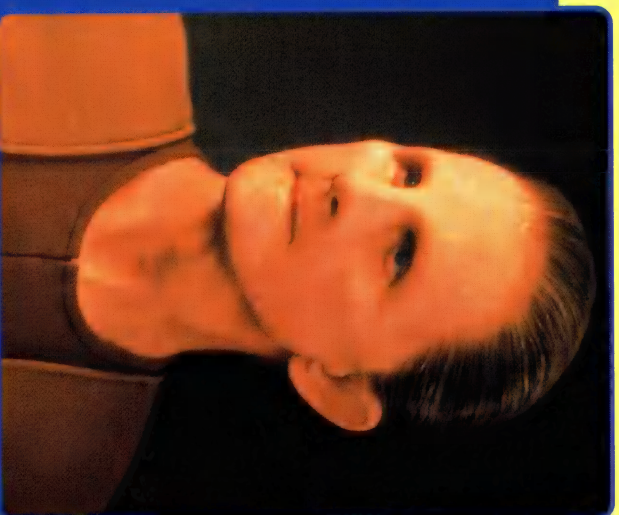
PROFILE ON YOUNG ODO

NAME: Odo. The infant Changeling was named 'Odo'ital', a Cardassian word meaning 'unknown' or 'nothing'. For much of his early life, this was an apt description of how Odo felt.

LIFE FORM: Changeling

FIRST DISCOVERED: 2358, in the Denorios Belt near Bajor. At the time, Odo was shapeless organic broth.

EARLY YEARS: Spent at the Bajoran Institute of Science, under the study of Dr. Mora Pol.



▶ Odo's early years were full of pain and loneliness. With no idea of where he came from or what he really is, Odo had to carve out a place and identity for himself.

dozen simple forms. The first time Dr. Mora coerced him into taking the shape of a cube, Odo was unhappy. As soon as the machine was turned off, he was perfectly content to stay a cube for hours; he found all the right-angles fascinating. But the doctor didn't give him the luxury of exploring

this new shape, and quickly moved on to another experiment where Odo was spun around in a centrifuge.

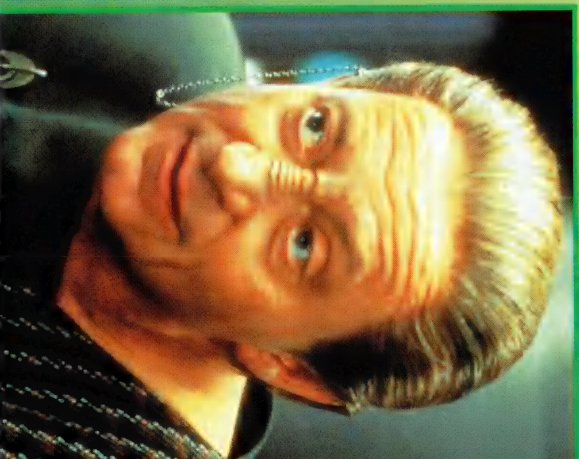
As far as Odo was concerned, it was imperative that he let Dr. Mora know he was alive. Perhaps he hoped

LABORATORY LIFE



★ Substitute family

Odo had no idea where he came from or what his own people looked like, so he modeled his appearance, including the style of his 'hair', on Dr. Mora Pol.



★ New role

Odo eventually left Dr. Mora's lab and forged a life for himself as chief of security on the then-Cardassian controlled station **TEROK NOR**.

★ Innocent intentions

When Dr. Mora began experiments on the mysterious organic compound, he did not realize it was sentient and could feel pain.



Odo's Early Years



★ **Reminder of youth**
Odo is given a painful reminder of his youth when he finds another infant Changeling.



★ **New shapes**
The infant Changeling is introduced to new forms via containers of different shapes.



★ **Good to talk**
Odo talks to the infant Changeling throughout its training. He resents the fact that Dr. Mora was not so patient; the scientist seemed more interested in results than in Odo's wellbeing, even after they were able to communicate.

creatures like the Bajoran scientist, but he knew he must find a way to reach him. According to Dr. Mora, one morning Odo transformed himself into a glass beaker. Dr. Mora was stunned, and was forced to realize that the goo had consciousness.

But even after the Bajoran scientists realized the being was sentient, they continued to call it "Odo 'tail". A pragmatic being, Odo could see that his name was appropriate. What better way to describe a creature that had no family, no friends, and no place where he belonged?

With scientific precision, Dr. Mora continued to experiment, coaxing Odo into shapeshifting. Unfortunately, these experiments were often painful; Odo resented the doctor's clumsy handling.

Pressure from the oppressors

Years later, Dr. Mora tells Odo he was under tremendous pressure from the Cardassians to get results, but Odo is convinced the scientist enjoyed tormenting him. How Odo was treated in the lab becomes a contentious subject between the scientist and the shapeshifter for many years. Despite his dislike of the experiments, Odo learned to

shapeshift and even enjoyed it. But sometimes, he failed to hold a shape just because he didn't want to give Dr. Mora the satisfaction. Tired of being subjected to electrical charges, he once formed a tentacle and slapped Dr. Mora's hand away from the control panel.

Taking form

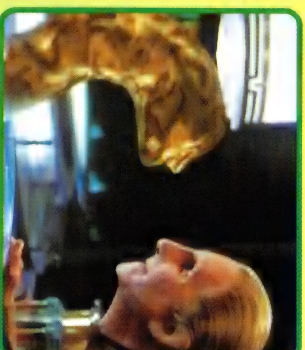
Despite the scientist's rough methods, Odo's mass expanded and he learned to shapeshift with ease. Within a few months, he grew and perfected his skills enough to take humanoid form. He did fairly well mimicking the humanoid body, but ears were difficult for him and proved to be so into his adult life.

Dr. Mora was a tactician man who never showed much emotion, but he tried to help Odo assimilate into human society. Unsure of himself, but wanting to make friends, Odo became the life of the party, turning into whatever object

partygoers asked of him. But instead of making him feel better, it made him feel even more isolated and alone. Odo was kept in Dr. Mora's lab for seven years: time he feels was spent as a lab rat. At last, unable to abide Dr. Mora's constant observations of his every move and the man's impersonal scientific attitude, Odo decided to strike out on his own.

Odo finally left the lab with a great sense of relief, but it was tempered with anxiety. He had no plans to ever contact Dr. Mora again, but the scientist had different expectations. He believed Odo would not be able to integrate successfully in society, that he was ill prepared to be on his own, and that he would soon return. Little did the scientist realize that what he considered work, Odo considered a form of torture. It is many years before Dr. Mora sees Odo again.

★ **Movement**
As an infant Changeling grows, it begins to learn movement as well as just shapeshifting.



★ **Mimic**
The infant begins to mimic Odo in the same way that Odo mimicked Dr. Mora years before.

FINDING FORM

Experiments

Dr. Mora used a shallow dish that had an electrostatic bottom to get Odo to retain a shape. Operating a control panel, he created a circle in the center of the dish that was free of the charge of six millivolts. Odo was forced to move into the center, forming a perfect circle.



★ **Liquid state**
In their natural, gelatinous state, infant Changelings can literally be poured from one container to another. They are in the form of a thick, viscous, organic liquid.



★ **Electrical charge**
By infusing some areas of a shallow dish with an electrical charge, the Changeling can be forced to move.

★ **Taking shape**
The infant Changeling forms a perfect geometrical shape in the center of the dish to avoid the charge.

"If you're lucky, someday this Changeling will give you the satisfaction of saying, 'Thank you, you did so much for me.' Then again, maybe it'll just end up leaving the way you did." — Dr. Mora Pol to Odo

FILE 43 STARFLEET PERSONNEL

Dr. Elizabeth Dehner

A journey across the galactic barrier has a dangerous effect on certain members of the *U.S.S. Enterprise NCC-1701* crew. Psychologist Elizabeth Dehner is one of two officers who find themselves suddenly endowed with immense, godlike powers.

OTHER CARDS IN THIS FILE...

- 3 CAPTAIN KIRK
- 18 GARY MITCHELL
- 24 MIRA ROMANE

SEE OTHER FILES...

CHARTING THE GALAXY.....File 3
SPACE PHENOMENA.....File 5
U.S.S. ENTERPRISE
NCC-1701.....File 20
STAR TREK:
The Original Series.....File 68

Dr. Elizabeth Dehner joins the crew of the *U.S.S. Enterprise NCC-1701* in 2265; she comes aboard the ship at the

Aldebaran Colony. Dehner is a member of the life sciences department, an expert in psychiatry. Her assignment is to study the crew's reactions in emergency conditions.

A slim, attractive, blonde woman with a calm, professional demeanor, Dr. Dehner seems the perfect person to observe others while remaining uninvolved herself. Only one subject appears to bring out her compassion: ESP. Dr. Dehner has a high ESP—extra sensory perception—rating; this and her intelligence quotients are better than average in all categories. As a child, she showed superiority in guessing games, and at reading cards.

Both Dehner's parents also showed evidence of ESPER-orientation, and in one case this could be traced back more than three generations.

Dehner's awareness of her high ESPER rating is the basis of her interest and her vocational training as a psychiatrist. She has participated in tests and studies of other ESPER-oriented individuals, and published a thesis on the subject in association with the **College of Medical Sciences** of the **Tri-Planetary Academy.**

Researching this thesis was the reason for her posting to the Aldebaran Colony.

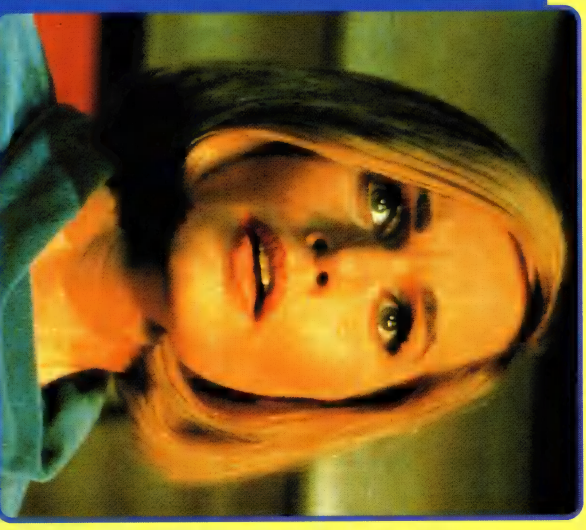
Defending her beliefs

In Dehner's opinion, ESPER orientation is neither ominous nor dangerous. When asked whether or not someone with ESPER capacity can see through solid objects or cause fires to start spontaneously, she becomes quite defensive of what she considers a harmless ability.

No other topic appears to rile Dr. Dehner, not even being mocked by a fellow crew member, **Gary Mitchell**, a flirtatious and somewhat arrogant member of the *Enterprise's* crew.

PROFILE ON DR. DEHNER

NAME: Elizabeth Dehner, PhD
DATE OF BIRTH: Stardate 1089.5
PLACE OF BIRTH: Delman
ESPER RATING: 089
PERCEPTION QUOTIENT: 20/100
QUNE-HEIDELEBERG QUOTIENT: 256
GENERAL KNOWLEDGE QUOTIENT: 654895-109
HEIGHT: 5'2" **WEIGHT:** 116lbs
KNOWN FAMILY: Gerald Dehner, father
FIRST SEEN: "Where No Man Has Gone Before" (TOS)



▶ When Dr. Elizabeth Dehner is assigned to study crisis situations aboard the *U.S.S. ENTERPRISE NCC-1701*, little does she realize that her own role in a crisis will be far more than as an observer.

He makes fun of her interest in the subject, but Dr. Dehner barely bats an eyelid.

When the *Enterprise* retrieves an old style ship recorder from the **S.S.**

Valiant that has been floating in space for more than two centuries, Dr. Dehner is extremely interested in the tapes; how the ship's long-lost crew reacted to the

disaster that destroyed them could provide useful information to her study. Soon after hearing the tapes, the *Enterprise* encounters a crisis of its own. As the ship leaves the

STAR TREK

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PROFILE OF DISASTER



★ **No threat**
The senior officers meet to discuss what action should be taken concerning Gary Mitchell. Dehner is adamant that he is no threat, and berates Kirk for treating his friend.



★ **Disaster**
The *ENTERPRISE* crosses the galactic barrier. This has a dangerous effect on crew members with high ESP ratings, such as Mitchell and Dehner.

★ **Companions**
The strange powers acquired by Dehner and Mitchell form a link between them. Dehner champions Mitchell's cause, and chooses to join him on Delta Vega.



Dr. Elizabeth Dehner

Galaxy and traverses the **galactic barrier**, it suffers heavy damage; Dehner and Mitchell are knocked unconscious for a few moments, and some of the crew are killed.

Once recovered, Dehner calmly reports that she is fine. The autopsy reports on the dead crew members show damage to the bodies' neural circuits; an area of the brain was burned out. Though puzzled as to why only some crew members were affected, Dehner remains unemotional about the incident until it is pointed out that everyone affected had significant ESPER ratings. Mitchell's was the highest.

Strange mutation

Dr. Dehner retreats to the relative calm of sickbay, where Mitchell is under observation. Here, she continues her detached observation of the strange light glowing in the crewman's eyes. She approaches Mitchell with a gesture of peacemaking, as though she is interested in analyzing him.

She questions him about the astounding new heightened psychic abilities he is demonstrating; unknown to the doctor, she is also mutating.

Dr. Dehner is intrigued by Mitchell's expanding mental abilities, such as reading halfway through the ship's library in less than a day and controlling his autonomic responses.

When he lets himself 'die' for 22 seconds, her alarm appears to transcend the professional. The cool, remote Dr. Dehner becomes Mitchell's passionate champion, continuing to insist that he is harmless.

When **Science Officer Spock** says Gary Mitchell no longer exists but is mutating into something else, Dr. Dehner berates Spock for his unfeeling assessment of



★ **Crossing**
Dr. Dehner watches the approach to the galactic barrier with a calm detachment; she is joined by Chief Engineer Scott and Chief Medical Officer Dr. Piper. None of them realizes what a devastating effect crossing this apparently harmless barrier will have on the ship and its crew.



★ **Warning**
On Delta Vega, Dehner warns Kirk against taking on the godlike Gary Mitchell.

harmed, but she wants to stay with Mitchell, exploring their ever-expanding powers. Kirk appeals to the psychiatrist buried deep within Dehner, pointing out that should a man become a god, he would still possess human frailties. Watching Mitchell's egomaniacal rantings at Kirk, insisting the starship captain pray to his former friend, the humanity left in Dehner sees how terribly wrong it would be for Mitchell, and her, to continue mutating into something for which they aren't ready.

Using her newfound powers, she battles with Mitchell, weakening him enough for Kirk to overcome him. After Mitchell's death, Dehner too succumbs, having had a glimpse of all that she could have been. Her last words reveal that she too was nearly seduced by the thought of being all powerful.

In his official report of these events, Captain Kirk records that both Dr. Dehner and Lt. Commander Mitchell gave their lives in performance of their duties.

"You can't know what it's like to be almost a god."

- Dr. Elizabeth Dehner's last words

EXILE ON DELTA VEGA

Amazing creations

When Gary Mitchell is exiled to Delta Vega to protect the crew, Dehner chooses to accompany him. On the planet, he demonstrates his incredible abilities by creating plants in the barren environment. But Dehner knows that, like her, he is only a mortal and that neither of them are ready to handle such incredible powers.



★ Invulnerable

Gary Mitchell's powers have evolved to the point where even a direct blast from a phaser rifle cannot hurt him.

★ Helping hand

It is only thanks to Dehner's help that Kirk is able to overcome Mitchell. A spark of humanity still remains beneath her incredible powers.



FILE 64 PROPULSION SYSTEMS

Impulse Engines

For deep space exploration and long missions, warp drive is essential for any starship. But at sublight speeds, and during delicate maneuvers when control is important, impulse engines come into their own.

The impulse engines of **Starfleet** vessels are fusion powered. They have two primary functions, both of which are shared with the warp engines: they propel the ship through space, and supply power for ship's systems.

Impulse engines propel ships at sublight speeds. During normal operations, full impulse is only one-quarter the speed of light; above this, problems tend to occur. Travel at half the speed of light will cause a fall of engine efficiency to 85 percent, and travel at impulse speeds above three quarters light speed may cause relativistic problems.

The impulse drive is normally used within a solar system or within regions of space such as black clusters and the **Badlands**, which are incompatible with the warp field. Control of the

impulse engines is maintained by a combination of computer automation and crew command input.

Development

Early versions of the impulse engine propelled ships at sublight speeds using conventional Newtonian physics. Following experiments on **Ambassador**-class starships early in the 24th century, a driver coil assembly was introduced into the system; to give later, larger starships the proper acceleration, it is necessary to use a fusion-driven compact space-time driver coil in association with the impulse

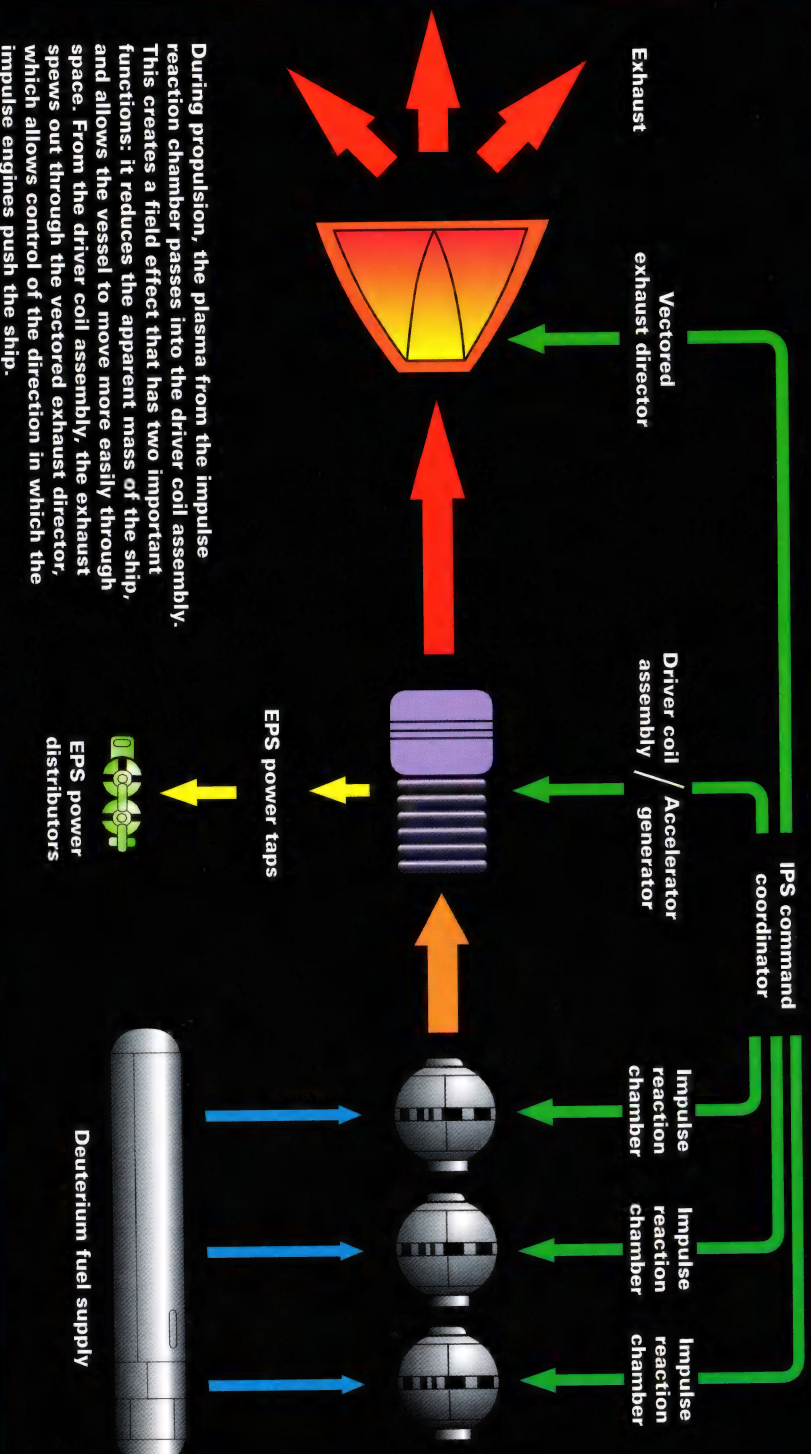
Impulse engine technology has been significantly upgraded from that used on 23rd century starships.



On ships that separate into two or more components, each section has its own impulse engines to allow it to function independently.



IMPULSE ENGINE SYSTEM



During propulsion, the plasma from the impulse reaction chamber passes into the driver coil assembly. This creates a field effect that has two important functions: it reduces the apparent mass of the ship, and allows the vessel to move more easily through space. From the driver coil assembly, the exhaust spews out through the vectored exhaust director, which allows control of the direction in which the impulse engines push the ship.



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Impulse Engines

engine. A simple Newtonian reaction driver acting alone will not do the job. In emergency situations, a small amount of antimatter can be admitted to the impulse reaction chamber to further increase power output.

On *Constitution*-class starships, the impulse engines are on the aft edge of the saucer section. On *Galaxy*-class starships, the main impulse engine is actually four grouped engines located on the aft of Deck 23 of the engineering hull; the saucer section is propelled by two engines, each forming a group of two at the aft of Deck 10. Each engine is made of four parts: the impulse reaction chamber, the accelerator/generator, the driver coil assembly, and the vectored exhaust director.

On *Galaxy*-class starships, fuel for the main engine is kept in the primary deuterium tank in the engineering section of the ship. Antimatter storage for the main engine is on Decks 41 and 42. All fuel tanks are made of alternate layers of forced-matrix **cortanium 2378** and stainless

steel. Fuel for the saucer impulse engine is supplied by 32 auxiliary cryogenic tanks; antimatter storage is on Deck 10.

Because of the nature of the energy released during the fusion process, the impulse propulsion system needs slightly more maintenance than the warp propulsion system, even though warp engines are a million times more energetic than impulse engines.

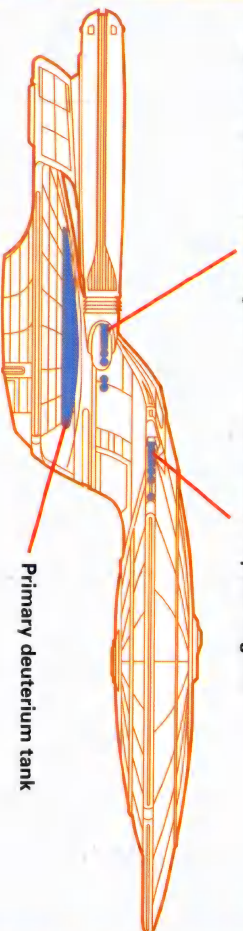
Uses of impulse engines

Impulse engines may be used to propel the ship and as a power source at the same time. Parts must be replaced periodically to maintain the engine's maximum efficiency and safety.

Impulse engines can be used to maneuver a ship and keep it aloft in planetary atmospheres, even if it does not have an aerodynamic shape. Impulse engines are not to be confused with maneuvering thrusters, which are used when pinpoint accuracy is needed, such as inside **Spacedock**.

Engineering hull impulse engines

Saucer section impulse engines



Primary deuterium tank

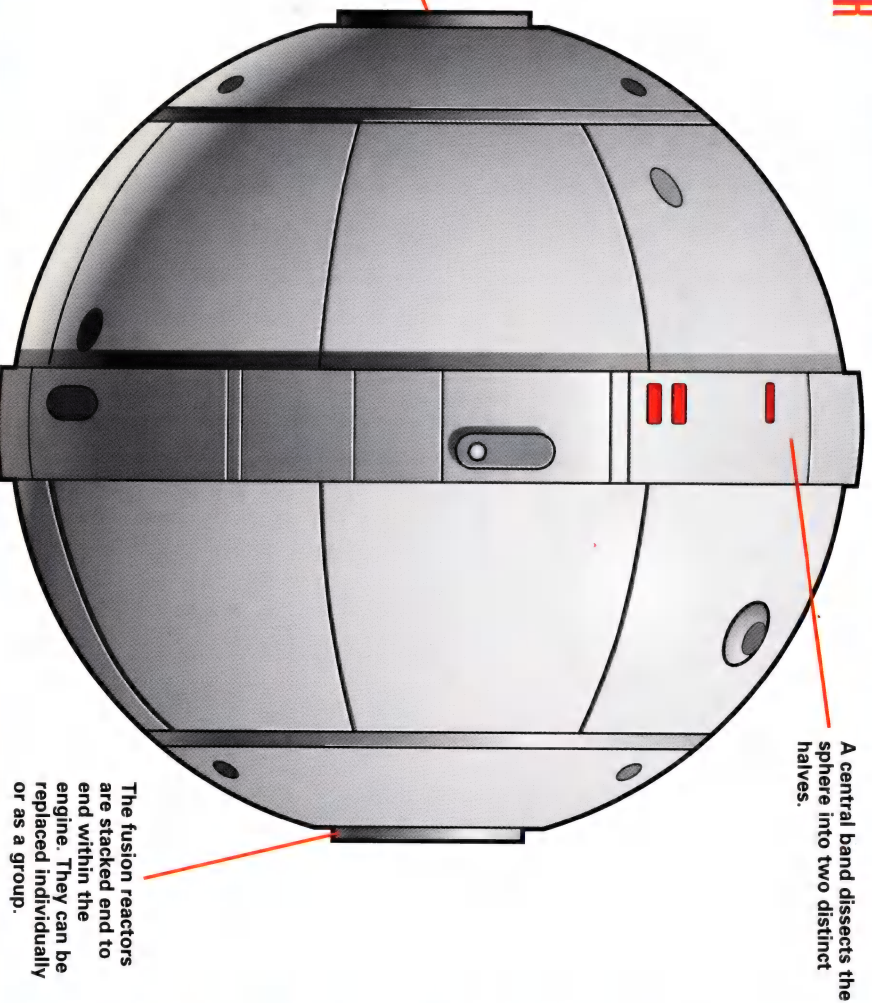
INSIDE THE REACTOR

1 Reaction chamber The impulse reaction chamber is a sphere six meters in diameter. Deuterium is introduced into the sphere, where a standard proton-proton fusion reaction occurs. The total instantaneous power output of an impulse reaction chamber can be a selected amount between 10^8 and 10^{11} megawatts. A *Galaxy*-class starship usually carries four spare impulse reaction chamber modules.

The high energy plasma created inside the impulse reaction chamber is channelled to the accelerator/generator.

2 Power source

When the impulse engines are being used to propel the ship, the velocity of the plasma is increased and channelled to the space-time driver coils. When the impulse engines are used only as a power source, the plasma is diverted by the EPS system to the ship's power distribution net.



A central band dissects the sphere into two distinct halves.

The fusion reactors are stacked end to end within the engine. They can be replaced individually or as a group.



Impulse engines are used when traveling inside star systems, and when other starships are close by. In deep space, warp engines are favored.



Prior to the invention of warp drive, some ships embarked on long journeys with only impulse engines available. The crew usually traveled in suspended animation.

FILE 69 STAR TREK: THE NEXT GENERATION

'Samaritan Snare'

While Captain Jean-Luc Picard prepares for cardiac surgery, Chief Engineer Geordi La Forge is taken prisoner by the Pakleds, a deceptively simple race that obtains technology by stealing it from others.

CAPTAIN'S LOG
STARDATE 42779.1

"We are en route to the Epsilon IX sector for an astronomical survey of a new pulsar cluster. In the meantime, Ensign Crusher will be diverting to STARBASE 515 for Starfleet exams."

Captain Picard needs urgent cardiac treatment; he will travel to **Starbase 515** with **Wesley Crusher**. Soon after Picard and Crusher depart the **U.S.S. Enterprise NCC-1701-D**, **Worf** picks up a mayday emanating from the **Rhomboid Dronegar Sector**. **Riker** redirects the *Enterprise* toward the source of the distress signal.

Upon arrival, the *Enterprise* is hailed by a ship called the **Mondor**, manned by the slow and inarticulate **Pakleds**. The Pakled leader claims that his ship is broken and he needs help: **Geordi La Forge** beams over.

On the **Sakharov**, Picard confesses to Wesley that when he was a young officer, he got into a fight with a trio of **Nausicaans**. During the fray, he was stabbed through the heart; now, the cardiac replacement he was given has begun to malfunction.

Hijnap plotted

Geordi gets the *Mondor* up and running. He prepares to return to the *Enterprise*, but the Pakleds are unwilling to let him go; they seize his **phaser** and render him unconscious. The *Mondor* raises shields and terminates all communication.

Data discovers that the 'malfunctions' had been programmed into the *Mondor*'s computers; the ship's 'distress' was merely a means of snaring someone with engineering expertise. All the Pakled technology has been appropriated from other races.

Geordi persuades the Pakleds to reopen communications with the *Enterprise*. Riker convinces them that hydrogen exhaust blown through the *Enterprise*'s **Bussard collector** is actually a "crimson forcefield" capable of destroying the *Mondor*. The Pakleds believe his ploy, and release Geordi.

The *Enterprise* arrives at **Starbase 515**, where Picard's operation is going badly wrong. Luckily, Pulaski manages to save the captain's life. A mere four hours later, Picard returns to the bridge with two pieces of good news, he is fit and well, and Wesley's exam results allow him to carry on studying on the *Enterprise*. A course is set for the **Epsilon IX** sector once more.

STARSHIP FACTS

Captain Picard describes his younger self as "an undisciplined, loudmouthed, opinionated young man, way out of his league."

ON SCREEN...



1 Captain Picard refuses to let Dr. Pulaski operate on him, so she orders him to go to a nearby starbase for treatment.



2 Captain Picard and Wesley Crusher leave the U.S.S. ENTERPRISE in the SAKHAROV shuttlecraft. Wesley is going to take exams.



3 Geordi has repaired the Pakled ship, but his crew have no intention of losing such a talented engineer.



4 Riker bluffs the Pakleds into thinking that the ENTERPRISE's engine emissions are actually a weapon that could destroy them.



5 The medical team operating on Captain Picard have run into serious problems. Dr. Pulaski's biomolecular expertise is needed to save him.



6 Just four hours after his operation, Captain Picard is fit enough to return to the bridge. The news is also good for Wesley, whose Starfleet exams have gone well.



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FILE 69 STAR TREK: THE NEXT GENERATION

'Up The Long Ladder'

The *U.S.S. Enterprise NCC-1701-D* uncovers two wildly different colonies in the *Ficus System*. One is populated by colorful descendants of the Irish; the other is a group of technologically advanced clones.

Starfleet Intelligence has detected a distress signal emanating from the *Ficus Sector*. The signal is thought to be from the *S.S. Mariposa*, which left Earth for this region of space during the late 22nd century.

In the *Ficus Sector*, human life is detected on the planet *Bringloid V*. Its sun has entered a period of severe flare activity; **Riker** beams down to begin evacuation.

The Irish-descended *Bringloidi* colonists are led by **Danilo Odell**, a likable rogue who tries to fix **Captain Picard** up with his attractive daughter, **Brenna**. The captain, unlike **Riker**, is not interested.

Odell mentions that another group of colonists also traveled on the *S.S. Mariposa*. Stellar charts reveal another *Class-M* planet half a light year away. Once there, the *U.S.S. Enterprise NCC-1701-D* is hailed by **Prime Minister Wilson Granger**; he invites the *Enterprise* crew down to the planet, named *Mariposa* by his ancestors.

Strange legacy

Mariposa is entirely populated by clones. **Granger** reveals that the hull of the *S.S. Mariposa* was breached when it landed 300 years earlier; only five of the colonists survived – not enough to sustain a living society. The decision was taken to commence cloning, and now the clones consider sexual reproduction repugnant. However, 'replicative fading' in the cloning process has left the colonists needing a fresh influx of DNA, which they intend to get from their *Starfleet* visitors.

When **Riker** and **Pulaski** refuse **Granger's** request, they are abducted and cloned against their will. But **Riker** destroys the copies, and **Granger** concedes defeat.

Back on the *Enterprise*, **Picard** devises a neat solution. He persuades **Granger** to reintegrate his people with the sensual *Bringloidi* and start one larger, resettled colony that combines the best of both groups. When **Danilo Odell** learns he will have to mate with at least three female colonists, the deal is sealed.

STARSHIP FACTS

Worf is embarrassed to be suffering from *Rop'Ngor*, a Klingon ailment similar to measles. When **Dr. Pulaski** keeps this secret, **Worf** thanks her with a Klingon Tea Ceremony.

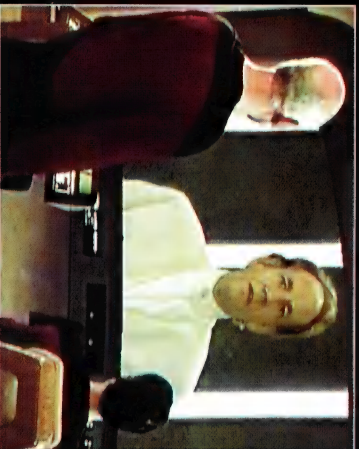
ON SCREEN...



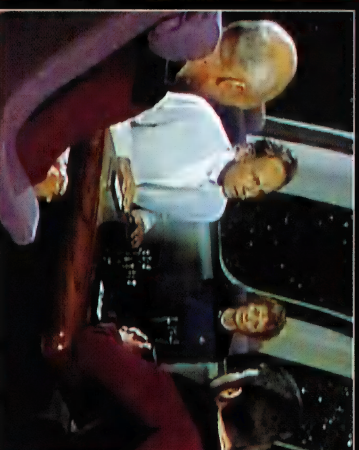
1 **Picard** tells **Riker** that *Starfleet* has picked up a distress signal that broadcasts a *Terran* code commonly used during the years 2123 to 2190; the *U.S.S. ENTERPRISE* is to investigate.



2 The *ENTERPRISE* discovers Irish-descended settlers on the planet *Bringloid V*. They are living a simple, rural life, but their planet is threatened by their sun's solar flares.



3 **Prime Minister Wilson Granger**, a 'descendant' of the original *S.S. MARIPOSA* captain, invites the crew of the *ENTERPRISE* to beam down to his planet.



4 The *Mariposan* clones are suffering from a gradual degeneration of their DNA. The *ENTERPRISE* crew can provide a new influx of genetic material.



5 **Riker** and **Pulaski** object to being cloned without their permission. When **Riker** realizes what has happened, he destroys the copies.



6 **Picard** has the perfect solution to everyone's problems; the *Bringloidi* and the *Mariposans* can mate, satisfying the needs of both races.

CAPTAIN'S LOG

STARDATE 42823.2

"We are departing from *STARBASE 73* to investigate the source of a mysterious distress signal. Meanwhile, my security officer remains in sickbay, where **Dr. Pulaski** is searching for the cause of his collapse."

FILE 70 STAR TREK: DEEP SPACE NINE

'For The Uniform'

After eight months of searching, **Captain Sisko** has finally caught up with **Michael Eddington**, the **Maquis** leader who was once his chief of security aboard *Deep Space Nine*. But **Starfleet Command** is worried that the captain has let his personal obsession cloud his judgment.

CAPTAIN'S LOG
STARDATE 48959.1

"I've come to Marva IV, a planet in the Badlands, to rendezvous with an informant who claims to have information on the whereabouts of the Maquis leader and former Starfleet officer **Michael Eddington**."

Captain **Sisko** beams down from the *U.S.S. Defiant* to **Marva IV** to meet with **Cing'ta**, a **Federation** informer within the **Maquis**. Sisko is directed to a screened-off area, inside, he is ambushed by his former security chief, **Michael Eddington**.

The Maquis leader says that Cing'ta's shuttle had an 'accident' on its way to the meeting, marooning him on a particularly nasty planet. Eddington assures the captain that neither he nor Cing'ta will be killed; murder is not the Maquis way. Before beaming away, Eddington warns Sisko: "Don't come after me; you'll regret it."

Sisko returns to the *Defiant* and immediately begins to pursue Eddington's *Maquis Raider* into the Badlands. The *U.S.S. Malinche* is on patrol near the **Gamma 7** outpost; it should be able to intercept the ship. Using the newly installed **holocommunicator**, Sisko contacts the *Malinche* and asks for help.

The battle begins

As the *Malinche* closes in on Eddington's ship, the *Defiant* is readied for battle. The *Raider* has dropped out of warp and is heading toward them. However, when the *Defiant* crew attempt to raise shields and fire **phasers**, **Major Kira** discovers the ship has experienced a massive systems failure.

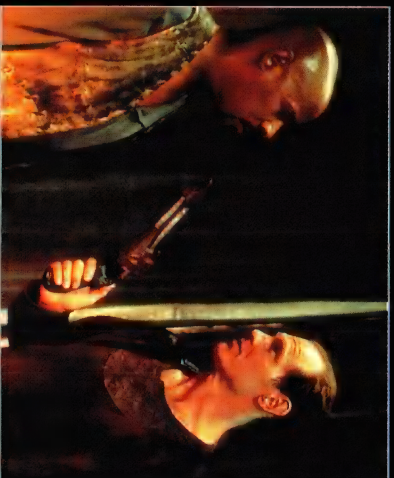
Via the holocommunicator, Eddington appears on the *Defiant* bridge. He tells Sisko that their vessel's memory cores have been completely wiped by a cascade virus he planted during his time on the station.

The *Maquis Raider* fires a damaging blast at the defenseless *Defiant*, then departs at warp speed. The *Malinche* has to tow the *Defiant* back to **Deep Space Nine**.

It will be at least two weeks before the *Defiant* is fully functional again. **Captain Sanders** also has bad news for Sisko; **Starfleet Command** wants Sanders to take over the hunt for Eddington. They believe Sisko is too personally involved.

Sisko later vents his frustrations on a punch bag, while **Dax** lends a sympathetic ear. In 25 years of service, this is the first time he has ever been taken off an assignment. Kira interrupts Sisko's raging with news that the Maquis have just attacked a Cardassian colony on **Velos Prime**, poisoning the planet with biogenic weapons

ON SCREEN...



1 Captain Sisko's meeting with an informant brings him face to face once again with **Michael Eddington**, the **Starfleet** security officer who defected to the **Maquis**.



2 The refugees endure harsh conditions, but Sisko says that the **Maquis** are wrong to sell these people the dream that they can one day return to their homes.



3 Sisko contacts Captain Sanders of the *U.S.S. Malinche* and asks him for his help. The *MALINCHE* is on patrol close to the area of the **Badlands** Eddington has entered.



4 The *U.S.S. Defiant* has suffered a massive systems failure, and has to be towed back to **DEEP SPACE NINE** by the *MALINCHE*.



5 Chief O'Brien has bad news. It will be at least two weeks before the damage to the *DEFIANT* can be repaired and for the ship to be fully operational once again.



6 Sisko is removed from the hunt for Eddington; Captain Sanders will complete the mission. Sisko takes out his frustration on a punching bag.

'For The Uniform'

specifically tailored to affect Cardassians.

Contravening *Starfleet* orders, Sisko decides to pilot the *Defiant* to Velos Prime. O'Brien tells him that only half the ship's systems have been restored, but the chief is delighted that his new holocommunicator remains fully operational.

The *Defiant* returns to the Badlands; sensors detect a *Maquis Raider*, and an intercept course is set. Eddington once again uses the holocommunicator to taunt Sisko. He compares his former commander to the character Javier in 'Les Misérables', an obsessed policeman who spends 20 years chasing a man who stole a loaf of bread, and says he himself is the resolute hero, Valjean.

The *Defiant's* sensors have been tricked; the *Raider* is in fact a probe emitting a false warp signature. As the *Defiant* begins to leave the Badlands, it picks up a distress signal from the *Malinche*. The ship has been attacked by the Maquis and is now floating dead in space. Sisko sends a repair team.

Before the attack, Sanders managed to pick up a coded message from Eddington; it is a **Breen** nursery rhyme, used as a signal for a rendezvous on a Breen settlement.

Testing Eddington's honor

Three hours later, **Starfleet Intelligence** drones detect *Maquis Raiders* entering the Breen system. The *Defiant* follows, only to discover that Eddington has launched another biogenic attack, this time on the Cardassian colony at **Quatal Prime**.

Two *Maquis Raiders* emerge from behind the planet's fourth moon. One of the ships shoots at the *Defiant*, but is destroyed by return fire. The other heads back to Quatal Prime, inflicting severe damage on the Cardassian ship evacuating the planet.

Eddington once again appears on the holocommunicator. He points out that, should the *Defiant* decide to chase his *Raider*, it will have to leave the Cardassians to their deaths. With just two minutes to go before the Cardassian ship impacts with Quatal Prime, Sisko has no choice but to lock tractor beams onto the transport and bring it out of the planet's gravitational pull. Sisko decides to engineer a melodramatic confrontation where Eddington will be forced to sacrifice himself for the good of his people.

The captain sets a course for **Solosos III**, the nearest Maquis colony. He hails the Maquis resistance and warns them that in one hour he will detonate two **quantum torpedoes** specially adapted to make

Solosos III uninhabitable for the Maquis. Eddington reappears; he is convinced that Sisko is bluffing. However, the captain does

not hesitate to give the order to fire. He then threatens to similarly attack every Maquis colony in the DMZ. Eddington accuses Sisko of betraying his principles, but reluctantly concedes defeat.

Back at *Deep Space Nine*, **Odo** takes Eddington into custody. It is decided that

the Cardassian and Maquis colonists left homeless by the conflict can be resettled on each other's planets. Although his bold actions produced the right results, Sisko admits to Dax that in all the excitement he somehow forgot to get **Starfleet's** permission for the attack on Solosos III ...

ON SCREEN...



7 Major Kira has some disturbing news: Eddington has attacked a colony with biological weapons specifically tailored to hurt the Cardassians.



9 A coded message the U.S.S. MALINCHE managed to pick up from Eddington's ship suggests that the Maquis leader is heading for a rendezvous on Portas V, a Breen settlement.



11 Sisko realizes that if Eddington is playing out a fantasy, the way to win is to really play the villain. He threatens to counterattack a Maquis colony.



8 The U.S.S. DEFiant is not yet fully repaired. With the comm system down, Nog has to relay messages between departments to keep the crew in touch.



10 Two MAQUIS RAIDERS appear from behind the fourth moon of Quatal Prime and fire on the DEFiant. One then turns its attention to the Cardassian ship evacuating the poisoned planet.



12 Eddington reluctantly surrenders and is taken into custody aboard DEEP SPACE NINE. He is not prepared to sacrifice the Maquis for personal glory.

STARSHIP FACTS

Eddington stole the materials for the biogenic weapons from two Bolian freighters. They must be kept in cold storage, hence the rendezvous in the Breen system.



F continued

Ferengi spore pie

Little is know about this dish, aside from its prominent purple and green hues. Possibly the only **Ferengi** dish available in **Deep Space Nine's Replicat**. **SEE FILES 14, 70**

Ferengi Trade By-Laws

One of the bodies of regulations governing **Ferengi** behavior and commerce. When **Quark's** mother **Ishka** earned profit in 2371, the **FCA** charged him with violating provisions against improper supervision of family members. (Starship Log: 'Family Business' [DS9]) **SEE FILES 14, 70**

Ferengi Trade Mission

Diplomatic contingent engaged in efforts to establish or further all manner of **Ferengi** commerce. (Starship Log: 'The Perfect Mate' [TNNG]) **SEE FILES 14, 69**

Ferengi trading vessel

Any **Ferengi**-flagged vessel engaged in commercial pursuits. One was erroneously identified as a **Borg** ship in 2369. (Starship Log: 'Descent', Part I [TNNG]) **SEE FILES 37, 69**

Ferengi welcoming ceremony

Ferengi ritual colloquy between a host and his arriving guest, intended to foster familiarity. The host requests a waiver of liability and warns the visitor, "My home is my home." The guest replies, "As are its contents." (Starship Log: 'Family Business' [DS9]) **SEE FILES 14, 70**

Ferengi whip

Outdated weapon that allowed the user to produce high-energy plasma blasts. Subsequently replaced by smaller, easier to handle firearms. (Starship Log: 'The Last Outpost' [TNNG]) **SEE FILES 14, 60, 69**



The skyline of the capital city of Ferenginar is dominated by the imposing Tower of Commerce, the headquarters of the FCA.

Ferenginar

Rain-drenched, gloomy home planet of the **Ferengi** race, and seat of the **Ferengi Alliance**. Notable historical sites include the **Tower of Commerce**, headquarters of the **Ferengi Commerce Authority**, and the **Sacred Marketplace**. (Starship Log: 'Family Business' [DS9]) **SEE FILES 14, 70**

Fermat's last theorem

Famous mathematical proposition (an + bn = cn cannot be solved when n is an integer greater than 2) for which **Pierre de Fermat**, in 1665, claimed to have a "proof which this margin is too small to contain." He thus did not record it, leading to



The handheld **Ferengi whips** are outdated weapons that require the user to be much closer to their intended victim than would be necessary with a phaser.

centuries of speculation over what it might have been. **Captain Jean-Luc Picard** and **Tobin Dax** are among many who have attempted to either prove or disprove **Fermat** by producing their own proof, whether or not these match **Fermat's** own is likely to remain a mystery. (Starship Log: 'The Royale' [TNNG]) **SEE FILE 69**

Fermi, Shuttcraft U.S.S. Enterprise NCC-1701-D

shuttle, named after 1938 Nobel laureate **Enrico Fermi**, who produced the first controlled nuclear chain reaction. The vessel was destroyed by a molecular reversion field in 2369. (Starship Log: 'Rascals' [TNNG]) **SEE FILES 26, 69**

ferric oxide

Also called 'rust'. Reddish-brown compound, Fe_2O_3 , that forms when iron-containing materials corrode. A particle trail containing high levels of **ferric oxide** led the **U.S.S. Voyager NCC-74656** to a 1936 pickup truck. (Starship Log: 'The 37's' [VOY]) **SEE FILES 4, 71**

Ferris, Galactic High Commissioner

Federation official in charge of the **U.S.S. Enterprise's** emergency medical supply mission to planet **Makus III** in 2267. The assignment was delayed, despite **Ferris's** objections, when a **Spock**-led science survey encountered problems. (Starship Log: 'The Galileo Seven' [TOS]) **SEE FILE 68**

ferroplasmic infusion

Planetary operation, as performed by the **U.S.S. Enterprise NCC-1701-D** crew at **Atrea IV**, in which high energy plasma is injected into a body's solidified mantle core to produce liquefaction. (Starship Log: 'Inheritance' [TNNG]) **SEE FILE 69**



The huge ship FESARIUS dwarfed the U.S.S. ENTERPRISE. Its commander, however, was rather less imposing; in his natural form he resembled a small Earth child.

Fesarius

Flagship of the **First Federation** alliance. The **U.S.S. Enterprise** made first contact with this ship, commanded by **Balok**, in 2266. **Captain Kirk** assigned **Lieutenant Bailey** to cultural exchange duty on the **Fesarius**. (Starship Log: 'The Corbomite Maneuver' [TOS]) **SEE FILES 18, 40, 43, 68**

Ferengi spore pie
Ferengi Trade By-Laws
Ferengi Trade Mission
Ferengi trading vessel
Ferengi welcoming ceremony
Ferengi whip
Ferenginar
Fermat's last theorem
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ferric oxide
Ferris, Galactic High Commissioner
ferroplasmic infusion
Fesarius
Festival of Lights
fever
Feynman, Shuttcraft
FGC
FGC-47
FGC-134 cluster
Ficus Sector celestial region
field coils
field diversers
field docent
field emitters
field rations
field training
fifteen-five-oh-one
Fifth House of Betazed
Fifth Order
Filian python
filter masks



All four crew of the SHUTTLECRAFT FERMI were reduced to children when the ship encountered a molecular inversion field.



Commissioner Ferris was prepared to sacrifice the lives of a missing shuttlecraft crew to ensure that medical supplies were delivered.



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Festival

Familiar name for the **Red Hour**, a ritual on the **Landru**-ruled planet **Beta III** during which the inhabitants engaged in acts of willful destruction and violence, a brief break from their otherwise passive and somewhat lethargic existence. (Starship Log: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Festival of Lights

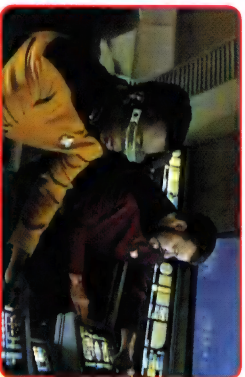
Part of the **Bajoran** religious observance **Ha marea**, held in the capital, which commemorates the arrival of the **Emissary**. (Starship Log: 'Starship Down' [DS9]) **SEE FILES 10, 70**

Fever

Sustained elevation of an organism's body temperature, often an integral function in fighting an illness. The **U.S.S. Voyager** crew created an artificial 'fever' in the ship to combat an infection of its bioneural gel packs in 2371. (Starship Log: 'Learning Curve' [VOY]) **SEE FILES 29, 71**

Feynman, Shuttcraft

Named for 20th-century American physicist and author Richard P. Feynman, renowned for his research in quantum electrodynamics. This shuttle is part of the **U.S.S. Enterprise NCC-1701-D**'s complement. (Starship Log: 'Chain of Command', Part I [TNG]) **SEE FILES 25, 69**



▶ **Commander Riker and Geordi La Forge take a trip in the SHUTTLECRAFT FEYNMAN.**

FGC

Most probably an abbreviation for Federation General Catalogue, a directory and register of celestial objects. (Starship Log: 'Imaginary Friend' [TNG]) **SEE FILES 3, 69**

FGC-47

Designation for the nebula containing a cohesive plasma life form first encountered by the **U.S.S. Enterprise NCC-1701-D** in 2368. (Starship Log: 'Imaginary Friend' [TNG]) **SEE FILES 3, 69**

FGC-134 cluster

A grouping of stars adjacent to the **Amargosa Diaspora**, one of several the crew of the **U.S.S. Enterprise NCC-1701-D** mapped in this region in 2369. (Starship Log: 'Schisms' [TNG]) **SEE FILES 3, 25, 69**



▶ **When the U.S.S. ENTERPRISE traveled to the Ficus Sector in response to a distress call, the crew discovered two groups of human colonists, the Mariposans and the Bringlroidi, living on separate planets in the region.**

Ficus Sector celestial region

The human colonists of two dissimilar settlements here, **Mariposa** and **Bringlroid V**, traveled to the Ficus Sector on the same transport ship, the **S.S. Mariposa**. (Starship Log: 'Up The Long Ladder' [TNG]) **SEE FILES 3, 18, 69**

Field coils

Commonly-used name for a starship's warp field coils. (Starship Log: 'Parturition' [VOY]) **SEE FILES 29, 71**

Field diversers

Synchronized protective appliances used to shield sensitive areas of a starship from potentially contaminating operations such as **baryon sweeps**. (Starship Log: 'Starship Mine' [TNG]) **SEE FILE 69**

Field docent

Official **Trill** guide, responsible for tutoring a potential host during a two-week period spent observing a successfully joined Trill. A field docent's poor recommendation will often eliminate an initiate. (Starship Log: 'Playing God' [DS9]) **SEE FILES 9, 70**

Field emitters

A component of the alignment module in **Intrepid**-class vessels. **Chakotay** remodulated the field emitters to magnetize the hull of **U.S.S. Voyager** in 2372. (Starship Log: 'Deadlock' [VOY]) **SEE FILES 29, 71**

Field rations

SEE **combat rations**



Field training

Seminar-like instruction aboard **Starfleet** vessels, conducted in real world situations. **Lieutenant Tuvok** supervised the field training of former **Maquis** members **Chell**, **Gerron**, **Henley**, and **Dalby** in 2371. (Starship Log: 'Learning Curve' [VOY]) **SEE FILES 43, 71**

▶ **Lacking any more suitable facilities, Tuvok took the Maquis crew on a run through the Jefferies tube network.**

fifteen-five-oh-one

Standard personnel report, containing a complete medical history, which all governments must supply for their citizens serving aboard **Starfleet** vessels. (Starship Log: 'Time and Again' [VOY]) **SEE FILE 70**

Fifth House of Betazed

Ambassador Lwaxana Troi, mother of **Counselor Deanna Troi**, is a daughter of the Fifth House, which is considered something of a royal family on **Betazed**. (Starship Log: 'Haven' [TNG]; 'The Forsaken' [DS9]) **SEE FILES 18, 58, 69, 70**

Fifth Order

One of several **Cardassian** military encryption codes. Others include **Elgol-red** and **Courier 5-9**. (Starship Log: 'In Purgatory's Shadow' [DS9]) **SEE FILE 70**

Filian python

A non-venomous serpent, known to burrow particularly deep into the ground. **Odo** mentioned this as one of the 'marvels' the infant changeling he cared for in 2373 could one day be. (Starship Log: 'The Begotten' [DS9]) **SEE FILE 70**

Filter masks

Safety device invented by **Dr. Leonard McCoy** to protect zenite miners on the planet **Ardana** from the intellectual degradation caused by **zenite** gas. (Starship Log: 'The Cloud Minders' [TOS]) **SEE FILE 68**



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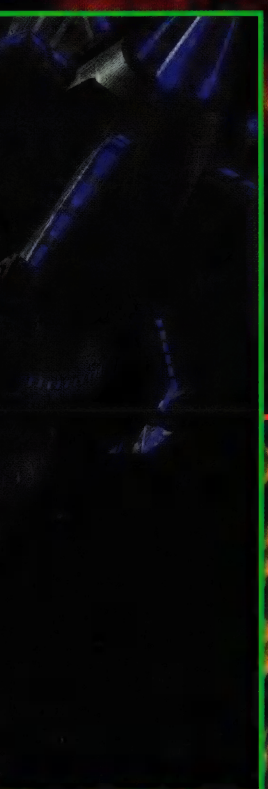


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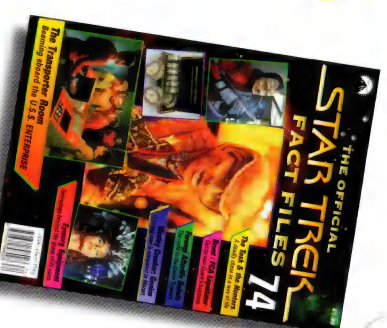
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The STAR TREK Timeline (Parts 65 and 66)
FERENGI Death and the Afterlife
TOSK and the HUNTERS

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701: Transporter Room
The T'PAU

Non-FEDERATION Starships

IMPERIAL ROMULAN WARBIRO KHAZARA

Personnel Files

WESLEY CRUSHER: Genius
PICARD and the BORG: Part 1
BRUNTI: FCA LIQUIDATOR

Equipment & Technology

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Starship Log

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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3LL

ALPHA QUADRANT



CHARTING
THE GALAXY

VOLCHOH PRIME

CLASS-M PLANET

Hoex, a Ferengi businessman, takes over a cargo port on this planet when he buys out a rival's controlling interest.

VOLON II

CLASS-M PLANET

Located in the **Volon system**, this former **Federation** world is now in the **Demilitarized Zone**. One of the Federation citizens who helped to colonize and farm the planet is **William Patrick Samuels**. He moved to **Volon II** in 2350, but later becomes an active **Maquis** member after he is told to leave the colony in 2370. The Volon II colony becomes part of the DMZ when borders are redrawn in the **Federation-Cardassian treaty**.



▶ **Volon II's location in the Demilitarized Zone and the order to evacuate the planet drives William Patrick Samuels to take desperate measures.**

VOLON III

CLASS-M PLANET

Like **Volon II**, this world is also the location of former **Federation** colonies that find themselves in the **Demilitarized Zone** following the **Federation-Cardassian treaty**, which establishes new borders in 2370. Before this, colonists from the **Volon system** would



▶ **Raymond Boone was killed, but his identity is used by a Cardassian spy who is altered to look like him.**

A Cardassian spy who was surgically altered to resemble missing **Starfleet** officer **Raymond Boone** sets up a **ladarium** mining sluice on **Volon III** in 2362. This impostor is later involved in a Cardassian plot to implicate **Miles O'Brien** in **Maquis** activity.

VULCAN

CLASS-M PLANET

Vulcan is a hot, dry planet with a higher gravity than Earth; it has several nearby heavenly bodies in its firmament and is home to one of the Galaxy's more influential races. A once violent people, centuries ago the Vulcans abandoned violence and embraced logic. Discontented with this new direction, some Vulcans ventured out into the Galaxy and were responsible for founding the **Romulan** race. Vulcans traveling in the ship **T'polana-hath** made



▶ **Vulcans are ritualistic and families have private grounds to participate in ceremonies.**

first contact with Earth in 2063. Following this, Vulcan became one of Earth's strongest allies in the entire Galaxy, and is a founding member of the **United Federation of Planets**.

The Vulcan people are protected by a **Bill of Rights** that ensures their personal freedoms. A few Vulcans are isolationists, and a movement has sprung up in the latter half of the 24th century that wants to minimize contact with outside races. Vulcans have strong mental abilities with low-level telepathic skills. They are also well versed in self-defense, highlighted by their use of a nerve pinch which can temporarily incapacitate most humanoid. Vulcans mate during a period of **Pon Farr**, which occurs once every seven years. Vulcans have been known to keep pets, often a **sehlat**. Vulcan culinary influences

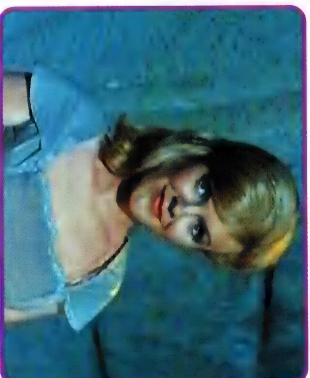


have spread throughout the Galaxy. **Plomeek soup**, mollusks, and **Vulcan port** are popular food and drink items on some menus.

WRIGLEY'S PLEASURE PLANET

CLASS-M PLANET

When crewman **Darnell** of the **U.S.S. Enterprise NCC-1701** looks at the **M-113** creature he sees the image of a woman he had met on this vacation planet.



▶ **Darnell clearly has fond memories of Wrigley's Pleasure Planet.**



▶ **The planet of Vulcan is very hot and dry. Large mountains dominate certain parts of the skyline.**

▶ **Temples are used to perform ceremonies such as the rarely used fal-tor-pan for the rejoining of the katra and the body.**



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The Guide to the STAR TREK Galaxy

FILE 3

CARD 3LL

ALPHA QUADRANT



XANTHRAS III

CLASS: UNKNOWN

XERXES VII

CLASS: UNKNOWN

This planet is the intended destination for the *U.S.S. Enterprise NCC-1701-D* in 2366 following a mission in the **Gamma Erandi Nebula**. The ship was to rendezvous with the *U.S.S. Zapata*.

Legend states that the mythical land of **Neinman** may be located on the planet of **Xerxes VII**.

YRDALLA PRIME

CLASS-M PLANET

ZADRAR IV

CLASS-M PLANET

One of several planets in the **Taugan sector** containing ancient **Romulan** ruins. It is considered to be a prime target for the galactic archeological mercenary **Arctus Baran**. Other planets in this sector include **Calder II**, **Barradas III** and **Draken IV**.

Oceanographer **Dr. Harry Bernard Sr.**, a member of the crew aboard the *U.S.S. Enterprise NCC-1701-D*, once resided on **Zadar IV** with his son, **Harry Bernard Jr.**

ZALKON

CLASS-M PLANET

Home to the **Zalkonians**, a race on the verge of transforming into a higher life form. Zalkonians are humanoids with distinctive ridges on their faces. Around 2366, several Zalkonians begin to experience painful isoelectric bursts. One Zalkonian, later dubbed **John Doe**, is picked up by the *U.S.S. Enterprise NCC-1701-D*. He was persecuted on his homeworld after showing signs of transformation, but eventually safely evolves into a noncorporeal life form.



▶ John Doe is the first Zalkonian to transform into a higher life form. Others who began the same process were killed by the authorities.

ZAYYRA IV

CLASS-M PLANET

Fourth planet in the **Zayra star system** and home to a starbase. **Zayra IV** is also the home of the enormous **Talarian hook spider**, an arachnid with half-meter-long legs. **Miles O'Brien**, on assignment at the Zayra IV starbase, once had to make his way past 20 of the spiders, in spite of his arachnophobia.



▶ Chief Miles O'Brien was able to deal with his fear of the massive Talarian hook spiders he encountered on Zayra IV, and years later kept this pet Lycosa tarantula called Christina.

ZEON

CLASS-M PLANET



Located in the **M43 Alpha star system**, **Zeon** is a **Class-M** world neighboring planet **Ekos**. The Zeon people are subjected to a Nazi-style genocide, the result of **Federation** cultural observer **John Gill**'s intervention in the 23rd century on Ekos.

Gill's intention is to introduce the Nazi form of efficient administration on the planet, but what results is the same type of fascistic government with genocidal tendencies that broke out in pre-World War II Germany in the 20th century.

▶ John Gill's experiment on Ekos goes wrong when they adopt Nazi-style ideas of a superior race and begin wiping out the Zeons, inhabitants of their neighboring planet in the M43 Alpha star system.

ZETAR

CLASS: UNKNOWN

Millennia ago, **Zetar** had a thriving humanoid population. Zetar eventually became uninhabitable, but 100 Zetars evolved into noncorporeal, light-based beings and set about wandering the Galaxy looking for a suitable host body so that they could communicate once again and live using the senses they once possessed. The Zetars are

destructive in their quest, and kill all those stationed at the **Memory Alpha** facility. The last of the Zetars are encountered and destroyed by the *U.S.S. Enterprise NCC-1701* after they attempt to take over the body of **Lieutenant Mira Romaine**. The Zetars are now an extinct race.

▶ The Zetars are a disembodied series of glowing lights that travel the Galaxy looking for the right body to inhabit.

ZETA GOMAL IV

CLASS-M PLANET

This planet is the last stop for the **Mediterranean-class Starfleet** vessel *U.S.S. Lalo* prior to its loss to the Borg.

ZETA ALPHA II

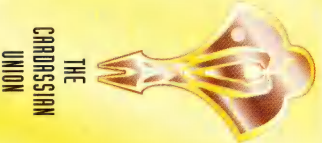
CLASS-M PLANET

This planet is home to a type of swarming moth that is the subject of a science project by young **Jay Gordon** aboard the *U.S.S. Enterprise NCC-1701-D* in 2368.

ZYTCHIN III

CLASS-M PLANET

Captain **Picard** of the *U.S.S. Enterprise NCC-1701-D* once spent an unhappy four-day vacation on the third planet in the **Zytchin system**.

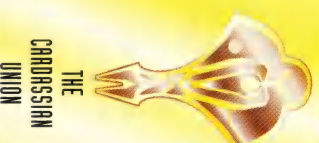


The Guide to the STAR TREK Galaxy

FILE 13

CARD 9

CARDASSIAN JUSTICE



To Federation eyes, the Cardassian justice system can seem barbaric.

Verdicts are determined before the trial begins, and the accused is not allowed to enter any evidence that might prove his or her innocence.

The Cardassian approach to justice is radically different than that favored by Federation worlds. Cardassians have absolute faith in their investigators, and maintain that only the guilty are ever arrested and brought to trial.

On **Cardassia Prime**, a trial is intended only to demonstrate how the offender's guilt was determined. Thus the purpose of the trial is not to establish facts – these are already known, and cannot be disputed – but to provide an educational experience for the

populace, so trials are broadcast throughout Cardassia.

It is important to understand that, in the Cardassian mind, the needs of the state outweigh the needs of the individual. The Cardassians believe that only a strong state can provide the necessary structure, security, and stability needed to safeguard the populace. It is a common assertion that “the survival of the state is the survival of the people.”

A good trial demonstrates that the Cardassian state is not only always right, but is strong enough to capture and

punish all offenders.

Some Cardassians will admit that under their system it is possible an innocent person may be punished, but they maintain that this is of little consequence. Confessing – even to a crime one did not commit – is seen as a last act of service to the State. The innocent Cardassian who is brought to trial recognizes this, and as a result confessions are often forthcoming.

Judicial procedure

The **Cardassian Central Command** oversees the **Ministry of Justice**, making sure that the



➤ **During the trial, the ‘offender’ stands or sits on a raised platform. He or she is required to testify and cannot refuse to answer questions.**

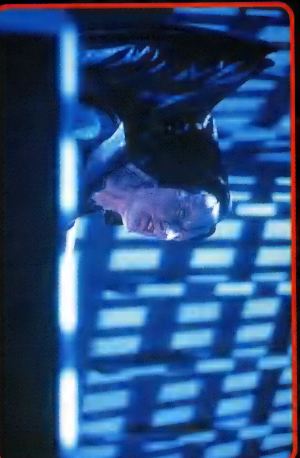
system works effectively and efficiently.

The procedure ensures that when a person is arrested, his or her fate has already been decided. The accused is treated with little respect. While awaiting trial, prisoners are held in the central prison. When they arrive, they are instructed to remove their clothes; if they do not cooperate, these are removed by force. They are given the opportunity to

CARDASSIAN COURTS

Demonstrating the truth

In the Cardassian court system, all the officials share a common goal – to demonstrate the accused's guilt. The trial is designed to show how the verdict was reached and to prove that it is futile to oppose the state. The accused has little chance of influencing the verdict, which is announced before the trial begins; the best he or she can hope for is to provide one last service to the state by confessing. Cardassian trials are normally very brief, and rarely last more than a day.

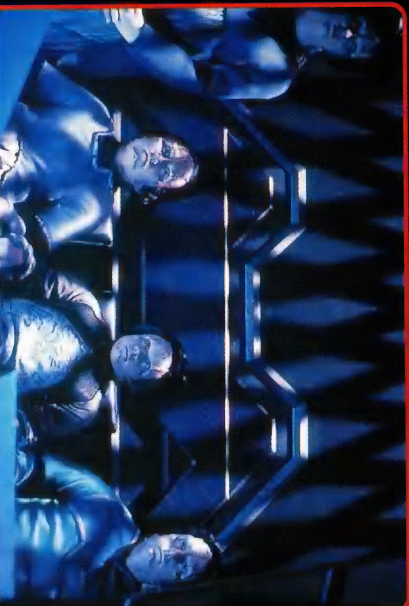


➤ **The Archon acts as both prosecution and judge. He or she makes her judgment without the aid of a jury.**



➤ **The Conservator does not present evidence; instead, he or she tries to plead eloquently for the ‘offender’.**

➤ **A small number of people are seated in the courtroom during a Cardassian trial. They usually observe the trial without speaking. Under normal circumstances this takes less than a day.**



➤ **The person facing trial is advised by a court-appointed Nestor. The Nestor is not normally allowed to address the court, but can talk to the accused.**



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make a confession at once, if they refuse they are processed. This involves taking a retinal scan and several DNA samples, including hair.

Prisoners are then issued with new clothing and confined to a cell. Trials are often arranged quickly, sometimes within two days of the arrest. The trial itself rarely lasts more than a day, and the punishment, often execution, is normally scheduled for the following week; the execution date is posted before the trial itself begins – yet another fine example of Cardassian efficiency.

Making confession

The defendant is assigned a **Public Conservator**, who acts on their behalf. The

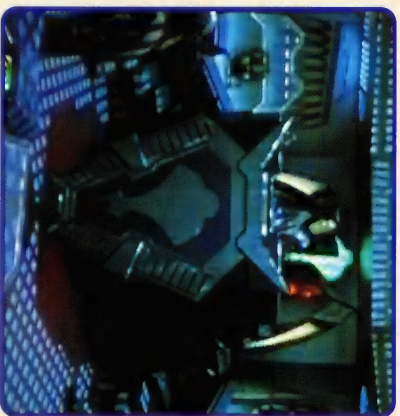
Conservator will visit the defendant in prison and try to persuade him or her to confess. The Cardassians place great value on a confession; they have an old expression, "confession is good for the soul." They also believe that it is good for the people to see criminals confess. To see justice triumph yet again makes them feel better about themselves and makes their lives more bearable. However, a Conservator may be pleased if a defendant refuses to confess at once or displays contempt for



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FILE 13 CARD 9

CARDASSIAN JUSTICE



▶ The Archon sits on a platform high above the rest of the court and the accused's legal team have to look up to him or her.



▶ Cardassian trials are broadcast so that the entire population can watch them. There are even viewers in the streets of Cardassia Prime.

the court, since this will make for a better 'show'. It is standard procedure for Cardassians to use torture in their interrogation of prisoners; this increases the likelihood that the prisoner will make an appropriate confession.

The only 'friend' other than the Conservator who is permitted to visit the defendant in prison is the **Nestor**. This person is allowed to advise the defendant and must be an officer of the Cardassian court. The Nestor is allowed to attend the trial, but has no right to speak to

anyone other than the 'offender'. The accused's family is also allowed to attend the trial; in fact, the Cardassians encourage their participation, because they believe it is good for the audience to see them crying.

The 'offender', his or her family and the Conservator are not informed of the crime of which the defendant is accused before the trial begins, and the court does not reveal what evidence will be presented during the trial. The Cardassian court does not use the

adversarial system. The judge, or **Archon**, who pronounces sentence without the aid of a jury, also acts as the prosecutor, and the Conservator makes no attempt to contradict any evidence he or she may introduce.

On trial

The Archon begins the trial by announcing the defendant's crime and the sentence that has been decided upon. When the trial begins, the 'offender' is offered the chance to confess.

The accused is not allowed to introduce any new evidence whatsoever. Under the Cardassian

judicial system, no evidence can be submitted once the verdict has been reached, and this always happens before the trial begins.

During the trial, the Archon calls a number of witnesses who provide

evidence of the accused's guilt. The standards of proof required are not high, and unsubstantiated claims and hearsay are admissible forms of evidence.

Public duty

The Conservator's role is not to defend the accused, but to speak eloquently to the court and the accused. The mission of the Conservator is specifically to help the accused concede to the wisdom of the state and to prepare him or her to accept the inevitable guilty verdict. Once a confession has been signed, it is displayed for the citizens to read.

Offenders are required to testify, and when they do so, the Conservator will attempt to persuade them to show remorse for their crimes and to make a confession. The 'offender' does not have the right to decline to answer any questions though he or she is encouraged to offer reasons why they have turned to crime.

The Archon does have the right to alter the sentence, though this is almost unheard of. Even if it happens, it is extremely unlikely that the Archon will question the accused's guilt.

GALAXY FACTS

Chief Miles O'Brien is arrested for sending photon torpedoes to the Maquis. In reality, he was framed by the Cardassians in an attempt to affect the political situation in the Demilitarized Zone. His trial is the longest in Cardassian history.

WAITING FOR JUSTICE

Time to think

Cardassian justice is very swift, but prisoners do have time to consider their crimes before facing trial. Offenders are given many chances to confess, even their own 'legal' advisor, the Conservator, encourages them to admit their crimes.

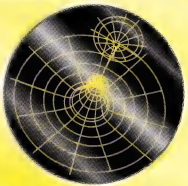


▶ The Conservator visits the offender in prison and asks him or her to confess, making continued attempts to persuade the defendant to admit his or her guilt until the trial is over.

▶ When the defendant arrives in the prison, the authorities process him or her. This involves taking a retinal scan and several DNA scans.



SPACE
PHENOMENON

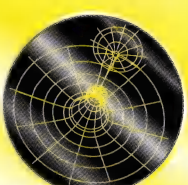


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FILE 5 CARD 2

THE NEXUS

SPACE
PHENOMENON



The Nexus is a dangerous energy ribbon that produces a massive gravimetric field. It is also a gateway to an extraordinary continuum where desire becomes reality.

In our reality, the Nexus manifests itself as a powerful ribbon of energy that travels through the Galaxy every 39.1 years. It generates considerable quantum interference that prevents **subspace** fields from forming, and produces a massive gravimetric distortion that presents a dangerous obstacle for the unlucky ships that encounter it.

Any vessels caught in the Nexus ribbon's gravimetric field are pulled into it. Once they are caught in the Nexus ribbon, objects enter a state of temporal flux, and phase in and out of the space-time

continuum; this makes it extremely difficult to establish a transporter lock.

The intense gravimetric field rapidly tears a ship's hull apart, and crushes the vessel. The gravimetric field can be disrupted by an antimatter explosion, but every ship that has been caught in the Nexus ribbon has either been destroyed or severely damaged.

Doorway to nirvana

Although the Nexus ribbon destroys vessels, the passengers do not necessarily meet the same fate; the ribbon serves as a gateway to the Nexus, which is an entirely different phenomenon.

The Nexus is a continuum that exists outside the boundaries of normal space-time, where many of the basic laws of physics do not apply. Anyone who is transported into the Nexus discovers that here reality is based on the individual's conscious and subconscious desires.

The Nexus creates an entire world for each person in it, which fulfills their deepest emotional needs and provides everyone in the Nexus with their own private heaven. In practice, this can take many different forms. For **Captain Jean-Luc Picard**, the Nexus creates a reality based on a combination of

his conscious needs and on some half-realized fantasies about an ideal existence. When Picard arrives in the Nexus, he finds himself in a snowy 19th century Christmas Eve setting in a large country home, filled with children and presents; a beautiful wife brings him a cup of Earl Grey tea.

The Nexus has created the family Picard never had time for. He has never married or had children of his own, but this family is real. Picard knows who they are, and something about them deeply touches him. The Nexus also wipes out one of Picard's personal tragedies — his nephew



DAANGEROUS PHENOMENON

Navigational hazard

The Nexus ribbon poses a serious threat to any ships that approach it. In 2293, two El-Aurian transports are caught in the ribbon's massive gravimetric field and pulled inside. They manage to send a distress call, and some of the El-Aurians are rescued by the *U.S.S. Enterprise NCC-1701-B*. At the time nobody realizes that the people on the transport ships were partially in the Nexus continuum itself.



Two El-Aurian transports are caught in the Nexus ribbon and destroyed.

The crew of the *ENTERPRISE* finally manage to free their ship by stimulating an antimatter explosion with their deflector dish, but **Captain Kirk** is lost.

The *U.S.S. ENTERPRISE NCC-1701-B* rescues some of the El-Aurians, but is caught in the ribbon's gravimetric field.



René, who was killed in a fire, is alive and is here with him, celebrating Christmas.

Captain James T. Kirk has a rather different experience of the Nexus.

The reality it creates for him is not based on his fantasies about an ideal world; instead it allows him to relive various points of his life and put right some of the 'mistakes' he made.

When he is pulled into the Nexus, Kirk finds himself at a mountaintop cabin, where he is splitting wood. He realizes that it is the house he sold many years earlier. His dog

Butler, who has been dead for seven years, is there, as is a mantle clock he once gave to his old friend **Dr. Leonard McCoy**. And he has arrived on a significant day in his past, the day he told his girlfriend **Antonia** that he was going back to **Starfleet**. This time, he will be able to choose a different path and stay with her.

New reality

The realities the Nexus creates are not limited to a single location or even to a specific point in time. The conventional concepts of space and time are irrelevant within the Nexus, even though an individual may perceive something as being near or far. A person in the Nexus can go to any place at any time; for instance, Picard could go back and see his children born, or forward and see his grandchildren.

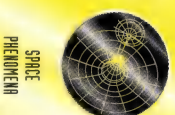
Because of the unusual nature of the Nexus, a person can visit anywhere he or she likes without leaving it, either the reality that has been created for the individual can alter, taking him or her to a much loved place, or the



The Guide to the STAR TREK Galaxy

FILE 5 CARD 2

THE NEXUS



individual can deliberately enter a reality generated by another mind.

In many cases, the Nexus responds to a subconscious desire and takes an individual to somewhere they had not intended – when Kirk tries to go upstairs to take Antonia breakfast, he finds himself in his uncle's barn in Idaho. Again, it is a specific day in his past – the day when he took a horse out for a ride and met Antonia.

In the Nexus, time is meaningless; people there do not age or die. And even though Kirk and Picard leave our reality some 80 years apart, they arrive in the Nexus at the same point.

Addicted to joy

The Nexus has an almost narcotic effect on those who enter it. On a practical level, it offers immortality and an existence free from the dangers of life. But it also fulfills an individual's deepest emotional needs, allowing them to undo all the bad things that have happened to them. As **Guinan** describes the experience, being inside

the Nexus is "like being inside joy."

The Nexus does have its disadvantages – as Kirk discovers, it is a place where risk is impossible, and as a result he will never experience real excitement there. Even more importantly, life in the Nexus is simply wish-fulfilment. The Nexus is like a form of mirror; the realities it constructs are only the reflections of the desires and imaginations of the people within it. It cannot confront the individual with the unexpected in the way our reality can.

Back to normal

Leaving the Nexus is incredibly simple. Because it exists outside normal space-time, a person can go to any place or any time they choose. All someone has to do is think of a time and a place, and they will be there. They can even go back to a time before they entered the Nexus and alter the timeline.

When a person leaves the Nexus, an 'echo' of them stays behind. **El-Aurians** rescued from the

The Nexus provides Picard with the life he sacrificed when he joined Starfleet.



In the Nexus, Jean-Luc Picard finds he has a beautiful wife, who is everything he could wish for.



Guinan finds Picard and explains the Nexus's unusual properties. She cannot leave, but tells him about someone who can.

Nexus ribbon by the **U.S.S. Enterprise NCC-1701-B** in 2293, but she had already begun to phase into the Nexus itself. Because the Nexus exists outside normal time, she is there when Picard arrives. Because normal time does not function inside the Nexus, someone who is there for a 'second' is there 'forever'.

The echoes left in the Nexus appear to know what is happening to their counterparts in the normal universe. However, they cannot leave again, as they have already done so.

Not everyone who leaves the Nexus does so by

GALAXY FACTS

The experience of being in the Nexus is so real and so overwhelming that it is unlikely anyone inside it will realize where they are.

The Nexus ribbon's path is affected by gravitational sources, such as stars and planets.

HERO'S RETURN

The Nexus takes Kirk to a cabin that he once owned in the mountains.



Picard is able to enter the reality the Nexus created for Captain Kirk and explain the situation to him. Kirk has only just arrived in the Nexus, but is intrigued by the possibilities that it offers.



Kirk decides to leave the Nexus when he realizes that he is not scared by taking a jump.

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FILE 4

CARD 11



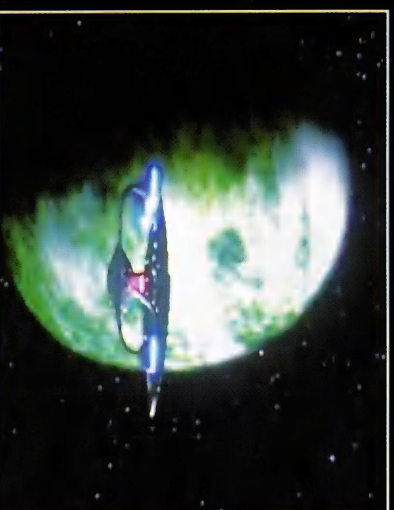
STAR SYSTEMS



STAR SYSTEMS

MINOS

Minos was once home to a technologically advanced race of arms dealers, but by the 2360's it is uninhabited. However, the planet's rich vegetation still conceals a deadly array of weapons.



The planet **Minos** is located in the **Lorenz cluster** on the edges of **Federation** space; it once had a humanoid population, but they were all killed by the weapons systems that they designed for, and sold to, other species.

By 2364, most signs of the **Minosian** civilization have disappeared. Minos has become a lush, heavily forested planet; there are ferns, palms, hanging vines, and moss. Although unseen, sounds of various insects and bird calls fill the air.

Some plants that are common on other worlds can be found among the planet's vegetation. The roots of one of these plants has a medicinal value, and can be used to encourage blood to clot – the roots have a bitter taste, and when they are crushed they produce an ointment that can be smeared into an open wound.

Dangerous trade

Minos was famous for its weapons, and the planet gained notoriety by playing both sides during the ancient **Eseltrope Wars**. Minosian society was technologically very advanced, but the inhabitants concentrated their efforts on weapons technology, and other areas may have suffered.

The Federation's long range sensors indicate that all intelligent life on Minos was

wiped out very quickly. It is believed that the Minosians were annihilated when their own weapons systems turned on them.

Old weapons

Any ships that approach the planet are automatically scanned, and a recorded message, delivered by a humanoid arms dealer, is transmitted in the appropriate language.

The arms dealer is a tall, laconic man whose angular head, with a bald skullcap, supports a crown of long

▶ **Minos is covered with thick forests and jungles. By the 2360's, all signs of intelligent life have disappeared.**

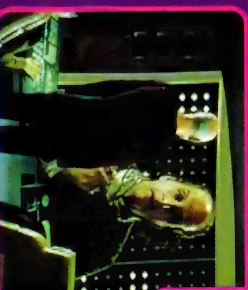
dark hair. His chatter is friendly and very much to the point; Minos is the "Arsenal of Freedom", and visitors are invited to visit the planet for a demonstration of its complete weapons systems. The Minosians turned the surface of their planet into a demonstration area for their automated weaponry. Ancient weapons can still be

DEATH FOR SALE

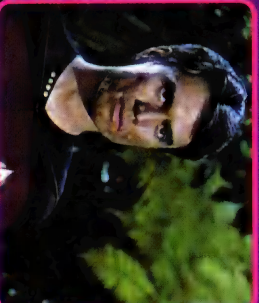
The Arsenal of Freedom

The Minosians clearly had very few scruples about the arms trade; they were even willing to sell weapons to both sides in the **Eseltrope Wars**. The automated systems boast that Minos is the "Arsenal of Freedom" and that their weapons systems can guarantee "peace through superior firepower." Minos itself was used as a demonstration site for various weapons, and the planet is ready to receive visitors from anywhere in the Galaxy. The planet's computers scan the language banks of approaching vessels and then transmit a greeting in the visitors' native tongue, inviting them to the surface of the planet for a demonstration.

▶ **Automatic systems send a recorded message to any starships that approach the planet. The message is not interactive, and cannot answer any questions.**



▶ **The Minosian weapons systems can create illusions designed to trick visitors into volunteering useful information. This image of Captain Rice asks Riker detailed questions.**



▶ **Various weapons can be found on the planet's surface where they were demonstrated. Many of them are very advanced, but there are no signs of the people who made them.**



Planet	Minos
Class	M
Also known as	The Arsenal of Freedom
Location	Lorenz cluster
Surface	Heavily forested with lush vegetation.
Life forms	All intelligent life forms are extinct. The planet was once inhabited by a race of humanoids who specialized in the arms trade.
Important features	Minos is still equipped with automated computer systems and an incredibly advanced weapons and intelligence gathering system that attacks anyone who visits the planet. Different modules deal with parties on the surface and ships in orbit.
Starship log	STAR TREK: THE NEXT GENERATION 'The Arsenal of Freedom'



STAR TREK: THE NEXT GENERATION
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found lying on the planet's surface covered in vegetation. The weaponry is more advanced than that used by the Federation, and some of the devices were even capable of melting **titanium**.

Still active

Unfortunately for any visitors, not all of the Minosian weapons have stopped functioning. The planet is patrolled by an advanced weapons system that is controlled by automated systems in an underground chamber.

A series of subterranean caverns are approximately 11 meters beneath the surface; this was once thought to be a sufficient distance to protect the seller and prospective buyer from weapon demonstrations.

Blocked with vegetation

These chambers can be accessed from the surface by at least one circular portal. Over the years, vegetation has grown over the portal, making it hard to find; there are no stairs or ladders down to the chambers. The caverns themselves are now choked with twisted roots. Any exits to the surface are blocked or concealed, but the control systems still have enough power to function.

One of the chambers, which is equipped with view monitors and display consoles, acts as the control and tracking center for **Echo Papa**

Series 607's weapons demonstrations on the surface and in orbit around the planet.

The Echo Papa Series 607 was the Minosians' proudest achievement. It represents the state of the art in weapons design; it can adapt to any situation by learning the behavior of the enemy and then continually improving itself. It consists of several modules and can gather information, neutralize ground personnel, and even destroy enemy space vessels.

It appears that once the Echo Papa 607 system demonstration was activated, it could not be stopped, and the technology rapidly overran the planet and killed the entire humanoid population.

Deactivated

Starfleet sends the **U.S.S. Drake NCC-20381** to Minos in 2364, but the ship is destroyed by the Echo Papa 607 system. Another vessel, the **U.S.S. Enterprise NCC-1701-D**, is sent to investigate its

disappearance, an away team come under attack, but manage to deactivate the weapons systems when the captain agrees to buy them.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 11

MINOS



STAR SYSTEMS



▶ *The surface of Minos is unstable, and Captain Picard and Dr. Crusher fall through a hole into a subterranean cavern. The cavern houses weapons control systems.*

▶ *Minosian weapons have several means of attacking a target, not all of which are deadly. For example, they can put an individual into stasis.*



GALAXY FACTS

- ▶ Arms dealing is illegal within the Federation, but other races, such as the Ferengi, do allow it.
- ▶ All the Echo Papa 607 modules have the same shape.
- ▶ Will Riker was offered command of the **U.S.S. Drake**, but he chose to become first officer of the **U.S.S. Enterprise** instead.
- ▶ The nearest Federation outpost to Minos is **Starbase 103**.

FINAL PURCHASE

Deadly demonstration

The Minosians appear to have been eliminated by the Echo Papa 607 weapons system. The system is extremely advanced and deadly; evidence suggests that the Minosians lost control of a demonstration and the weapons targeted them.

The system still functions long after its makers are gone. It is controlled by computers in an underground cavern, when they have acquired a target they launch a new weapons module every 12 minutes, each of which learns from the last one's experiences. The weapons demonstration is only deactivated in 2364, when Captain Picard offers to buy the system.



▶ *The Echo Papa 607 control system is still active in 2364. It shows the position of the targets and of the unit that has been dispatched to deal with them.*



▶ *Minos is protected by a larger version of the weapons that patrol the planet's surface. It is cloaked, making it extremely difficult to detect.*



▶ *The Echo Papa Series 607 is the most advanced weapon that the Minosians developed. It is designed to adapt itself to its target's abilities, learning from each encounter and increasing its firepower accordingly. The weapons destroyed their Minosian creators when they were activated, and are still functioning years later.*



▶ *An interactive hologram provides potential buyers with information about the weapons systems.*

Starfleet Equipment: 2254

In the 2250's, Starfleet has developed a recognizable design of handheld **communicator**, but landing parties still use **laser weapons**.

Standard **Starfleet** landing party equipment can vary from one assignment to the next, but there are certain pieces of equipment, mainly weaponry and communications devices, that are of primary importance to all missions.

Before **phasers** become the standard weapon in Starfleet by 2365, the **laser pistol** is still common. Handheld lasers of 2254 feature barrel ring power adjustment controls and are not as powerful as the later phasers.

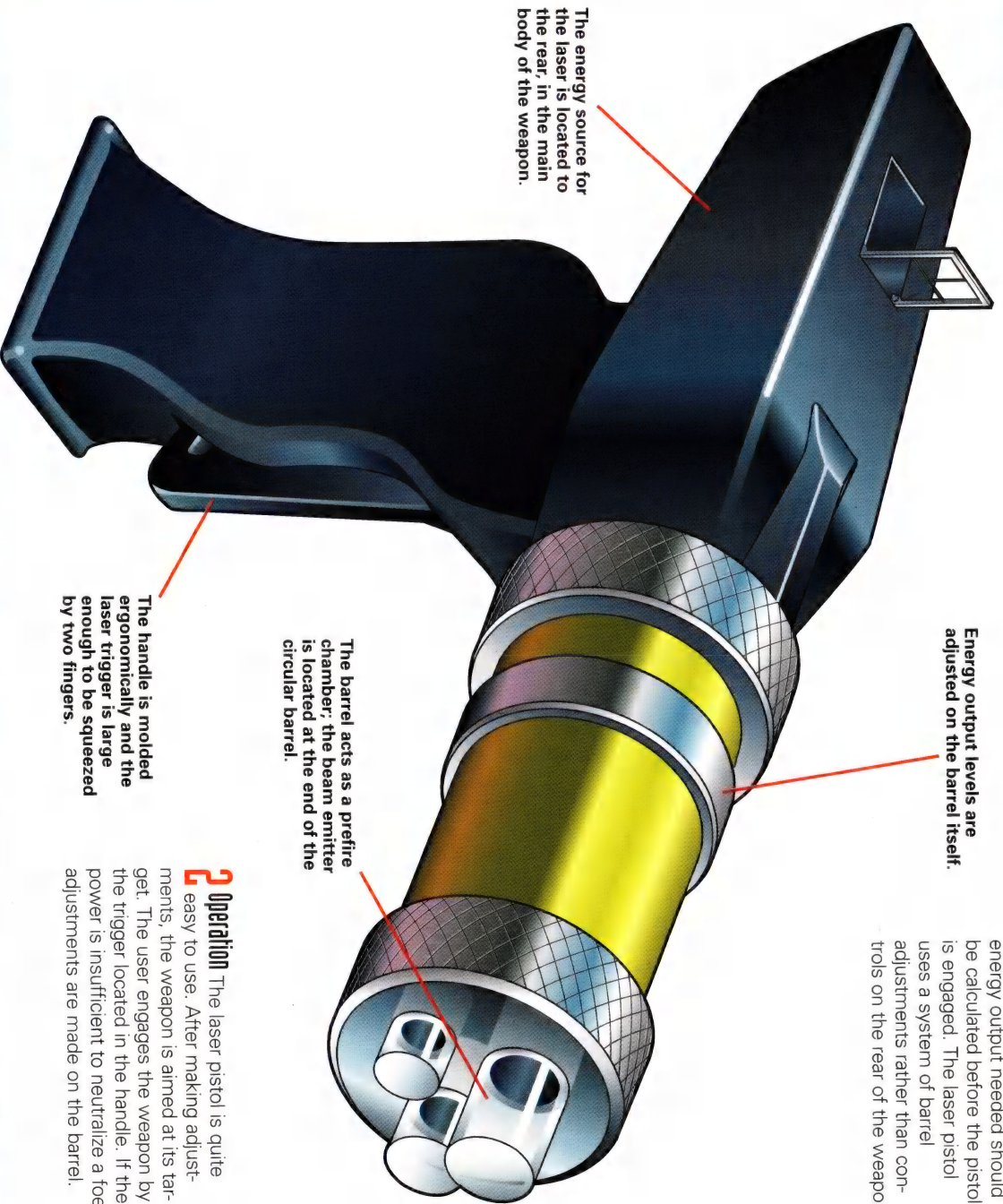
Larger lasers, in the form of platform mounted artillery-style cannons, are occasionally used. This device is rarely used because of its size, and is not always practical as a weapon, but it can be used as a tool, for instance to blast through rock.

Ground-to-ground and ship-to-ground communications between landing parties and starships use the standard **communicator**. The design of communicator used in 2254 is larger in size than later models, and incorporates a flip-top antenna.



▶ *The Starfleet issue laser is a larger weapon than designs favored in the next decade. It operates on roughly the same principles, using light rather than phased energy.*

LASER PISTOL 2254



Energy output levels are adjusted on the barrel itself.

1 Making adjustments Lasers are dangerous weapons, and the energy output needed should be calculated before the pistol is engaged. The laser pistol uses a system of barrel adjustments rather than controls on the rear of the weapon.

The energy source for the laser is located to the rear, in the main body of the weapon.

The barrel acts as a prefire chamber; the beam emitter is located at the end of the circular barrel.

The handle is molded ergonomically and the laser trigger is large enough to be squeezed by two fingers.

2 Operation The laser pistol is quite easy to use. After making adjustments, the weapon is aimed at its target. The user engages the weapon by the trigger located in the handle. If the power is insufficient to neutralize a foe, adjustments are made on the barrel.



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Starfleet Equipment: 2254

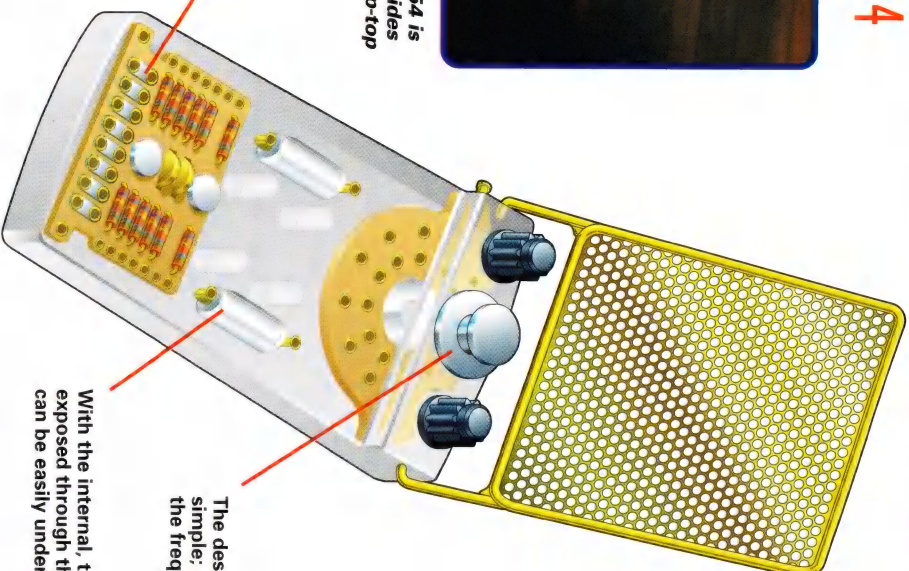
COMMUNICATOR 2254



1 The Starfleet communicator of 2254 is an uncomplicated device that provides design inspiration, in the form of its flip-top antenna, for later models.

The internal workings of the communicator are visible once the grid is open.

2 Antenna grid The simple design of the communicator incorporates the antenna grid into the protective flip top. Once opened, the device is ready to use.



The design of the communicator is simple; controls are mainly to adjust the frequency and volume.

With the internal, transistor-like, technology exposed through the clear plastic, repairs can be easily undertaken.

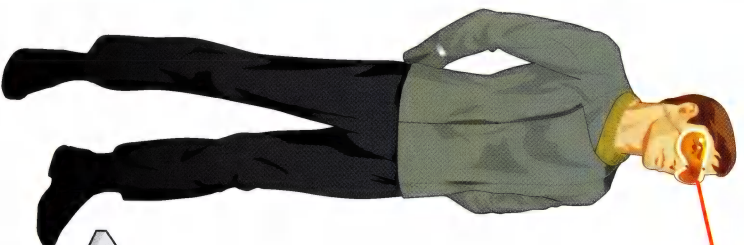


1 Communicators are flipped open to operate. Channel and volume adjustments are made manually.

1 Communicator use

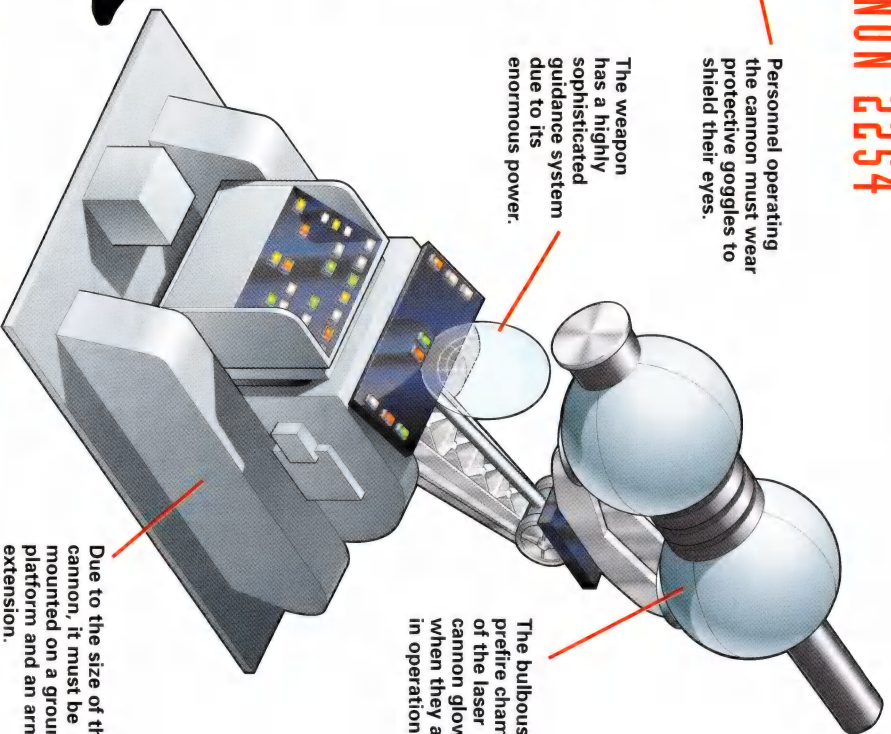
The communicator can be used for inter-ship communication in addition to providing the vital link between landing party members and their ship.

LASER CANNON 2254



Personnel operating the cannon must wear protective goggles to shield their eyes.

The weapon has a highly sophisticated guidance system due to its enormous power.



The bulbous preefire chambers of the laser cannon glow when they are in operation.

Due to the size of the cannon, it must be mounted on a ground platform and an arm extension.

1 Operator training

The laser cannon operator must be trained to use this sophisticated and powerful device. Its destructive potential is huge; the power is controlled from the orbiting starship.

2 Uses

Because the laser cannon is so large and cumbersome, it won't always be ready for quick combat. It can be used as a tool to drill through rock.



1 Laser cannons produce a visible beam of light when they are fired. A level surface is recommended for firing.

FILE 50 CARDASSIAN PERSONNEL

OTHER CARDS
IN THIS FILE...

- 1 GUL DUKAT
- 2 GARAK
- 7 DAMAR

Tora Ziyal

As Gul Dukat's half-Bajoran daughter, **Tora Ziyal** has had a difficult life. She spends many years working as a slave in a Breen mine, and when she is rescued she finds that Cardassian society is unwilling to accept her. The only place she seems at home is *Deep Space Nine*.

Tora Ziyal was born in 2353 during the Cardassian occupation of Bajor.

Her mother, **Tora Naprem**, was a Bajoran and her father was **Gul Dukat**, the Cardassian in charge of the occupation. As a half-Bajoran/half-Cardassian, Ziyal occupied a difficult position. The Bajorans are generally unsympathetic in their treatment of half-Cardassian children and Cardassians are openly racist, regarding mixed race children as impure.

In 2366, Dukat realizes that the Cardassian occupation of Bajor is coming to an end. He knows that he cannot take his mistress and child back to Cardassia, so he arranges for Ziyal and her mother to travel to **Lisepia**, where they will

be able to live their lives free from prejudice. They leave Bajor on a Cardassian freighter called the **Ravinok**.

Enslaved by the Breen

During the journey, the **Ravinok** is attacked by two Breen warships, which force it to crashland on **Dozaria**, a world controlled by the Breen. Naprem is killed during the crash, but Ziyal survives and is set to work in the Breen's **dilitium** mines on the planet. The Cardassian authorities assume that everyone on the **Ravinok** is lost in the attack.

Ziyal spends six years on Dozaria, until in 2372 the Bajorans and Cardassians learn that there may be survivors from the **Ravinok** disaster.

Dukat joins Major Kira on the rescue mission. At first,

PROFILE ON ZIYAL

NAME: Tora Ziyal

LIFE FORM: Half-Cardassian/half-Bajoran female

BORN: 2353

DIED: 2374

FATHER: Gul Dukat

MOTHER: Tora Naprem

REMARKS: Ziyal spent several years as a captive of the Breen. When she was rescued her father took her to Cardassia, acknowledging her brought disgrace on him.

FIRST SEEN: 'Indiscretion' [DS9]

LAST SEEN: 'The Sacrifice of Angels' [DS9]



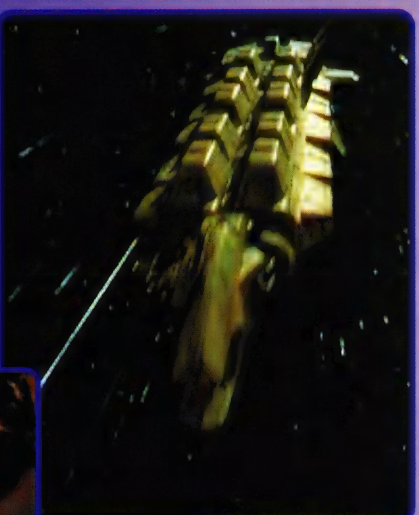
▶ **Ziyal has a short and difficult life.** She is torn between her Cardassian father, Gul Dukat, and Major Kira, who has a considerable influence on her.

A FATHER'S LOVE



★ Rescued

Dukat plans to kill Ziyal because admitting that she exists would ruin him politically. However, when he finds her, Kira persuades him not to take such drastic measures. Dukat becomes devoted to Ziyal and takes many risks for her sake.



★ In exile

When Dukat acknowledges Ziyal, he loses his political power and is reduced to commanding the **GROUMALL**, a freighter. Ziyal joins her father on his new ship.

★ No soldier

Dukat captures a Klingon **BIRD-OF-PREY** and decides to launch a guerrilla campaign against the Klingons. Ziyal wants to join him, but he sends her to **DEEP SPACE NINE** with Kira.



Tora Ziyal

he plans to kill Ziyal to destroy the evidence of his unfaithfulness, which could threaten his position on **Cardassia**, but Kira persuades him to rescue his daughter and to take her with him.

Ziyal finds life on her father's planet extremely difficult. Dukat never tries to hide Ziyal, and they go out to dinner together and take long walks; but other Cardassians are obviously prejudiced. As Ziyal says, "the only good thing about living on Cardassia was being with my father."

Acknowledging Ziyal as his daughter has serious consequences for Dukat. His mother disowns him, and his wife takes their children and leaves. When it becomes known that the Chief Military Advisor to the **Detapa Council** had fathered a Bajoran child, the Cardassian government demotes him and he becomes captain of a lowly freighter, the **Groumall**. He is effectively exiled from Cardassian society.

After her father's disgrace, Ziyal lives with him aboard the **Groumall**, but when Dukat captures a **Klingon Bird-of-Prey** and begins his own private war against the Klingons, Major Kira convinces him to let her take Ziyal to **Deep Space Nine**.

New life

In her new home, Ziyal begins to come into her own; she is a

confident young woman who is not afraid to pursue what she wants. She forms a relationship with **Garak**, the only other Cardassian on the station and her father's deadly enemy. This infuriates Dukat, who nearly kills Garak when he sees them eating together, but Ziyal is devoted to Garak and stands up to her father when he tells her to come with him to Cardassia because a

Dominion invasion force is approaching. She is waiting for Garak to return from the **Gamma Quadrant**.

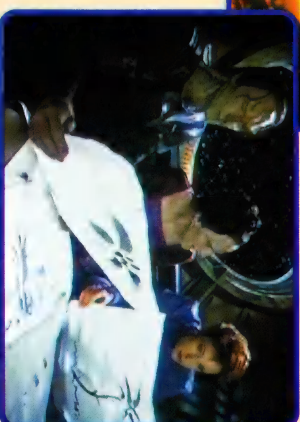
Shortly afterward, the Dominion takes control of **Deep Space Nine** and Ziyal goes to Bajor. She enrolls at the **University of Bajor** and, while there, begins to show promise as an artist. She sends one of her drawings to the **Cardassian Institute of Art**, whose director thinks that she has a "real gift" and chooses three of her drawings to be shown in an exhibition of new artists. For Ziyal, it is a chance to show that Bajorans and Cardassians look at the universe the same way.

However, Ziyal is not entirely comfortable at the university. She knows that when people look at her they see Gul Dukat's daughter. When he asks her to join him on **Deep Space Nine**, which has been renamed **Terok Nor**, she agrees. Ziyal's relationship with her father is difficult and complex. But he is the only family she has, and although she has not spent much



★ **Falling in love**
On **DEEP SPACE NINE**, Ziyal finds that she is attracted to Garak. At first the secretive tailor has reservations about their relationship, but she persuades him to spend time with her.

★ **Talented artist**
While she is attending university on Bajor, Ziyal displays a talent for drawing. Her work, which is widely admired, shows elements of both Cardassian and Bajoran styles.



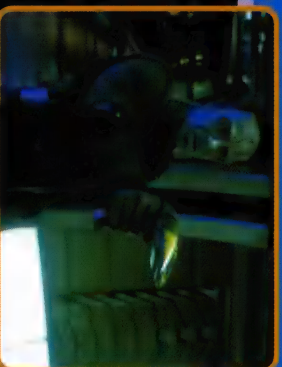
★ **Choosing sides**
Ziyal forms a very close friendship with Major Kira that puts her at odds with her father. When the Federation tries to attack **DEEP SPACE NINE**, Kira, Rom and Leeta are imprisoned. Ziyal helps Quark to rescue them, effectively rejecting her Cardassian heritage forever.

time with him, she loves him deeply. Despite the war crimes he committed on Bajor, she has a hard time looking at him and seeing a murderer. However, during her time on **Terok Nor**, Ziyal begins to see Dukat differently. Until that point, she has always thought of her father as a hero, and is convinced that even when he does something bad, he has a good

MURDERED

Impossible choice

During the Cardassian occupation of **Deep Space Nine** in 2374, Ziyal is put in a very difficult position. She returns to the station at her father's request, at least in part because she does not feel comfortable with the Bajorans, who know that her father is their enemy. However, once she is on the station she discovers that most of her friends are Bajorans who are conspiring to bring her father down. Cardassians such as Damar are horrified by her attitude toward her Cardassian heritage and her father. Ziyal tries desperately to bring Dukat and Major Kira together, but their differences are too great. When she chooses to help Kira escape, she seals her own fate.



★ **Instant death**
Damar's phaser blast kills Ziyal at once. Dukat is shocked by his aide's actions; he cares far more about his daughter than he does about the Cardassian state.



★ **Loyal Cardassian**
Damar decides to kill Ziyal when he learns that she helped Kira, Rom, and Leeta to escape from the station's prison. In his mind, she is a traitor to Cardassia.



★ **A father's tears**
Ziyal's death pushes Dukat over the edge of sanity and into madness. He cradles her body and tells her that he forgives her.

"I'm the daughter of Gul Dukat. My father is leading a war against the emissary of the Prophets. I don't know what made me think I could fit in."

—Tora Ziyal

Geordi's Vision

From birth, *Geordi La Forge*, chief engineer of the *U.S.S. Enterprise NCC-1701-D*, has been blind. But during his childhood he was fitted with a VISOR, a device that allows him to see things far beyond the range of normal human sight.

OTHER CARDS IN THIS FILE...

29 DATA
48 DR. BASHIR
75 MELORA PAZLAR

SEE OTHER FILES...

SPECIAL FACILITIES.....File 66
STAR TREK: THE NEXT
GENERATION.....File 69

Geordi La Forge was born sightless in 2335, because of the nature of his blindness, it could not be treated by conventional

means. Geordi was still blind at the age of five, but during his childhood he was eventually given a prosthetic device known as a **VISOR**.

The VISOR connects directly to Geordi's visual cortex and translates a wide range of radiation into neural impulses, allowing him to see. The device does not give Geordi normal human vision, but it does allow him to perceive much of the EM spectrum and to examine things on a microscopic level.

Starfleet has experimented with a device called the **visual acuity transmitter** that allows others to see what Geordi sees. However, what it shows is almost incomprehensible to anyone other than Geordi;

to the untrained eye, what Geordi sees are wildly fluctuating forms in primary colors. Occasional shapes are outlined as if in neon; **Data** has an aura around him because he's an android, and Geordi is surprised to learn that he is the only one who sees it.

After years of practice, Geordi is able to filter out extraneous information in order to see only what he wants to see, the way a sighted person can concentrate on a particular object with his eyes or on a particular sound with his ears.

Side effects

Geordi wears his VISOR almost all of the time, but removes it when he is sleeping. The VISOR causes him a degree of pain because it is not entirely compatible with his natural sensors, but the only ways of eliminating the pain – painkillers or surgery to desensitize the affected brain areas –

PROFILE OF A GIFTED MAN

NAME: Geordi La Forge

CONDITION: Geordi was born blind, but has been fitted with neural implants and a removable VISOR that allow him to see.

VISUAL RANGE: The VISOR allows Geordi to see across the EM spectrum and to look at things microscopically.

ALTERNATIVE DEVICES: Other devices can be attached to Geordi's neural implants, including a remote probe; the Romulans once used a sensory input device to brainwash him.



▶ **In another age, Geordi would have been considered disabled, but Federation science allows him to see far more than a person with normal sight.**

information about a person's body temperature and heart rate.

Although the VISOR presents Geordi with valuable information, he does not have a tricorder's capacity to store and

would affect the way the VISOR works.

Geordi's VISOR effectively makes him into a human **tricorder**. It can even be used as a basic medical diagnostic tool, as it provides him with

analyze it; but he is often more intuitive in interpreting what he sees. For example, on **Omicron Theta** Geordi notices a concealed door that previous survey parties had missed. The VISOR also

INCREDIBLE VISION



★ **Far sighted**
Geordi's ability to see beyond the normal spectrum makes him an extremely valuable conn officer.



★ **Born sightless**
Geordi suffers from a very rare birth defect that cannot be treated by conventional means. The VISOR compensates for this condition.



★ **Heightened perceptions**
On a mission to Omicron Theta, the planet where Data was found, Geordi notices that a rockface is actually artificially constructed to hide something. The away team discover a concealed room beyond.



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Geordi's Vision

"I get it all simultaneously... I select what I want and then disregard the rest."
— Geordi describes his vision



★ Incredible vision

The VISOR presents Geordi with a complex picture of the world; it has taken him years of practice to interpret the confusing images so that he can function like a sighted person.

allows him to detect dangers, such as a fissure developing in the hull of a damaged starship, and to monitor the condition of a warp engine. Because the **U.S.S. Enterprise NCC-1701-D's** main

viewer is only a monitor, it cannot allow Geordi to see anything that has not been detected by the ship's sensors, but, if he looks through a viewport, he may be able to see things that the computers have missed.

The VISOR is sensitive to changes in **subspace**. When the *Enterprise* is caught in a **temporal causality loop**, the VISOR picks up subtle changes in the **dekyon field**, Geordi begins to see double, and develops a headache.

★ Hidden implants

The VISOR itself is only the visible part of the prosthetic equipment that allows Geordi to see. It works because he has neural implants that receive the data it transmits, before passing it on to his visual cortex. When the **Romulans** brainwash him, they connect a device to his implants and use it to transmit computer-controlled images directly into his brain. The images introduced this way are completely convincing,

and no physical evidence remains to indicate what Geordi has seen or what effect the images have had on him.

Geordi is not known to resent his condition and does not feel uncomfortable about it; in fact, his psychological profile shows no record of him even wanting normal sight. However, when he is affected by a variant of the **Psi-2000 virus**, an illness that causes the sufferer to enter a state much like alcoholic intoxication, Geordi does tell his crewmate **Tasha Yar** that he wants to see as a normal human sees. When Yar suggests that he already sees better than an unassisted human, he replies, "I see more. But more isn't better. I want to see in shallow, dim, beautiful human ways." Still under the influence of the virus, he explains later that he's never seen a rainbow, a sunset, or a sunrise. Geordi clearly has some intellectual understanding of what an unassisted human sees, and that it is very different, certainly less complicated, than what he sees with his VISOR.

Later in the same year, Geordi is given the chance to have normal vision. **Commander Riker** has been given the power of the **Q**,



and offers each of his friends a gift. He gives Geordi normal eyes and, for the first time, the conn officer understands how others see things. He is particularly impressed with Tasha Yar's appearance, and describes her as beautiful. However, Geordi is unwilling to accept a gift from the **Q**, and asks Riker to restore him to his normal state.

★ Advancing technology

Geordi has used other devices that allow him to see. In 2370, he uses an experimental interface device that connects to the neural implants normally used by his VISOR. The device receives data from a probe that Geordi uses to explore the **U.S.S. Raman NCC-59983**, a ship adrift in the upper atmosphere of gas giant **Marifine VII**. While using the device, Geordi apparently sees things as an unaided human would see them. However, the interface device is not reliable as it interacts with Geordi's subconscious mind, occasionally causing him to see things that are not there. In 2365, **Dr. Pulaski** suggests that Geordi could replace the VISOR with ocular implants that resemble normal eyes. Geordi does this by 2371; the prosthetic eyes give him the same kind of sight as the VISOR.

★ Bad conditions

When Geordi is stranded on Galorndon Core, electromagnetic interference scrambles his neural implants, rendering his VISOR useless.



★ Sensitive instrument

Geordi's VISOR is sensitive to fluctuations in subspace. This helps to alert the crew when they are caught in a recursive temporal loop.



★ Chance of a lifetime

Using the power of the Q, Riker offers Geordi the chance to have normal sight. But Geordi decides not to accept the gift.



★ Improvements

By 2371, medical technology has improved to the point where Geordi can be fitted with devices that resemble normal eyes.

★ Looking in

When Soran and the Duras sisters capture Geordi, Soran adapts the VISOR so that they can see everything Geordi sees. When he goes to Engineering, they learn what frequency the ENTERPRISE's shields are operating on.

★ Looking beyond

Geordi's neural implants can be connected to various devices other than his VISOR, such as the interface unit and probe he uses in 2370.



Duras

Duras is a powerful and ambitious member of the Klingon High Council, but like his father before him he is a traitor to the Klingon Empire who is willing to cooperate with the Romulans in his quest for power.

**OTHER CARDS
IN THIS FILE...**
16 DURAS SISTERS
17 K'MPEEC
**SEE OTHER
FILES...**

STAR TREK:
THE NEXT GENERATION File 69

n the 2360's, **Duras** is a high ranking member of the **Klingon High Council** who has many influential supporters. He is so powerful that

Chancellor K'mpec

cannot govern without his support. Duras is an ambitious man who hopes to succeed K'mpec when the Chancellor dies.

In 2366, Duras's position on the High Council is threatened when the Klingons recover evidence that proves that his father, **Ja'rod**, helped the **Romulans** to attack the Klingon outpost on

Khitomer by sending them the colony's security codes. Because Duras's position is so strong, K'mpec does not dare to make this evidence public. He is convinced that doing so would split the

council and plunge the Empire into a devastating civil war.

Instead, the council passes judgment against **Mogh**, an influential

Klingon who, like Ja'rod, died during the attack. The council reasons that Mogh's surviving son, **Worf**, will not bring a challenge because he has been brought up in the **Federation** and has nothing to do with the Empire.

Dishonorable Conduct

When Worf does mount a challenge, Duras is willing to do everything he can to protect his own family's name. In council chambers, he violently condemns Worf and presents fabricated evidence that implicates Mogh in the

PROFILE OF A TRAITOR

NAME: Duras

LIFE FORM: Klingon male

STATUS: Deceased

FAMILY: Ja'rod (father), Lursa (sister), B'Etor (sister), Toral (illegitimate son).

POSITION: Leader of the House of Duras; member of the Klingon High Council.

REMARKS: Duras had many allies within the Klingon Empire; he also had the covert backing of the Romulan Empire.

REMARKS: Duras assassinated K'mpec.

FIRST SEEN: 'Sins of the Father' [TNG]

Romulan attack. He shows nothing but contempt for Worf, ripping the Klingon sash from his chest. Throughout Worf's time on **Qo'no's**, Duras shows that he has no honor. When

he learns that Worf's brother **Kurn**, he arranges to meet him in secret. At first he tries to persuade Kurn to turn on Worf, and when Kurn refuses, he tries

to have him killed. He also tries to kill Worf's new cha'Dich, **Captain Picard**. Eventually, Picard learns that the Council is conspiring to protect Duras and confronts him and K'mpec with the truth.

The Truth

Duras is furious when Picard learns what really happened on Khitomer. He insists that Worf must still die, to protect the name of the House of Duras.



▶ **Duras holds an important place within the Klingon Empire, and is in a good position to succeed K'mpec when the Klingon leader dies. However, Duras has a dark secret; like his late father, he has close links to the Romulans.**



Accusations

K'mpec relies on Duras's support to maintain his power over the Klingon Empire. He knows that if he moved against Duras – even though he has evidence proving Ja'rod's guilt – it would split the council. Duras is not ready for a civil war, and prefers to shift the blame onto Mogh.

Hidden treachery

Duras stands by when Worf accepts discommendation. Ironically, his bitterest enemy is protecting his family's name, but Duras knows that Worf poses a serious threat.



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DURAS

Duras is willing to kill Worf, Picard, and even Worf's elderly nurse **Kahlest**, whom he believes knows what happened on Krypton, to protect his own dishonor, but K'mpec restrains him and Worf accepts **discommendation** to prevent a civil war.

Duras has no qualms about this outcome or his own dishonorable conduct. He places a block on the High Council's records of the events and the evidence that the crew of the **U.S.S. Enterprise NCC-1701-D** uncovered.

However, now that Worf knows the truth, Duras is in danger. Mogh was Ja'Tod's greatest enemy, and now his son is waiting for a chance to avenge both his father's death and his own treatment at Duras's hands.

Bid for power

Duras is unwilling to wait for K'mpec to die a natural death so that he can assume the leadership of the High Council. He arranges to have the Klingon leader's drink poisoned with **Veridium Six**; the poison is slow acting, but K'mpec finally dies in 2367. To Klingon eyes, using poison is unacceptably cowardly, but Duras is not concerned with how he achieves power. By this point, he is clearly acting with the secret backing of the **Romulan Star Empire**.

With K'mpec dead, Duras puts himself forward to become the next leader

**Ready to lead**

Duras has always been an ambitious man, but is not prepared to wait for K'mpec to die. He poisons the Klingon leader and puts himself forward for the position of Chancellor.

of the High Council. He is opposed by **Gowron**, and Captain Picard serves as the **Arbiter of Succession**.

The proceedings are disrupted by a bomb. The bomb is common enough – it is made of **triceron** – but the detonator is unusual; it is a molecular decay

Treachery

The Federation ambassador **K'Ehleyr**, who is also Worf's mate, begins to suspect that Duras is involved and is deeply curious about Worf's discommendation. She cross-references Federation records with Klingon High Council records and discovers that all the files concerning the Krypton massacre have been sealed by Duras.

Duras has been monitoring the records and

learns of her attempt to access them. He goes to her quarters aboard the *Enterprise* and, when she accuses him and his father of being traitors to the Empire, he kills her.

When Worf finds K'Ehleyr's body and learns what has happened, he transports to Duras's ship, the **Vorn**, where he claims the right of vengeance under Klingon law for the death of his mate. After a brief but ferocious battle, Worf kills Duras by driving his **bat'leth** deep into the traitor's heart.

Duras is survived by his two sisters, **Lursa** and **B'Etor**, and an illegitimate son, **Toral**. They are also backed by the Romulans, and continue to play an important part in Klingon politics, eventually making their own unsuccessful bid for power when Gowron is installed as High Chancellor.



"I'm the only one, Worf, the only one who can prove your innocence. Kill me and you're a traitor forever."

—Duras to Worf

Rivals for power

Duras's only rival for the chancellorship is Gowron. When the Arbiter of Succession is satisfied that they are worthy, the two men will have the right to fight one another for the leadership of the Empire.

**Formal proceedings**

Captain Picard insists on using an ancient form of the ja chug, and Duras and Gowron are forced to make lengthy statements about their victories. Duras and Gowron can barely control their anger during the extended proceedings.

Family

Duras is survived by his illegitimate son, Toral, and his sisters, Lursa and B'Etor. They try to gain control of the Empire, but are defeated when Starfleet cuts off their Romulan supplies.



When Duras learns that the Federation ambassador K'Ehleyr has been trying to access the Klingon records on Krypton, he goes to her quarters and kills her.

**Flight of vengeance**

Worf finds K'Ehleyr's body and transports over to Duras's ship. He demands the right of vengeance, and the two men fight; Worf wins, killing Duras with his bat'leth.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

OPS STATION

BRIEFING:

FUNCTION AND LAYOUT

In the *Galaxy-class U.S.S. Enterprise NCC-1701-D*, the stand-alone station at the front of the bridge on the captain's left is normally assigned to the **operations manager**, also known as the ops officer.

The ops officer has wide-ranging responsibilities that include coordinating the allocation of several systems with the ship's departments and overseeing various operations, such as shuttle handling. The role requires a thorough knowledge of all the ship's systems and involves working closely with other bridge officers such as the tactical and conn officers, with whom many of these

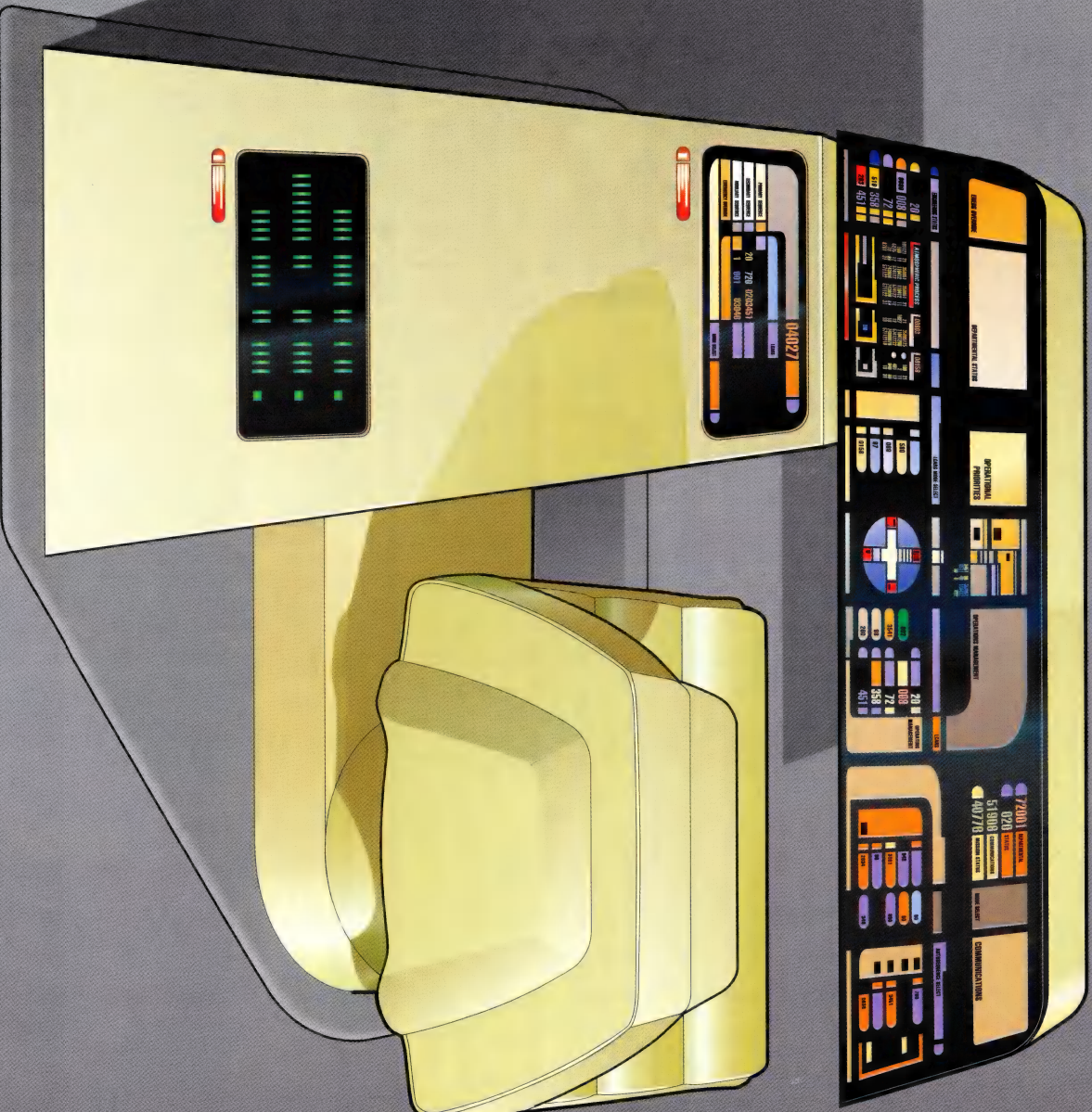
responsibilities are shared.

Although the *Enterprise* is an extremely powerful vessel, the crew often make demands on the ship's systems, such as sensor relays, that cannot be met. The ops officer's job is to prioritize the allocation of resources in the most efficient manner possible.

Decisive role

Any requests for resources are routed through ops; the station provides information about all the ship's resources, allowing the ops officer to see exactly what impact granting the

▷ Data means the ops station on the U.S.S. ENTERPRISE NCC-1701-D. In his long years of service, he has proven himself to be a very efficient and innovative operations manager.



▷ Ops is a stand-alone station at the front of the bridge. It is next to the conn, and these two stations can be easily reconfigured to perform one another's duties. The ops officer's chair can swivel through 180 degrees so that he or she can face either the main viewer or the captain's chair; the top of the console swivels to allow the ops officer to reach the chair.



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▶ **The ops officer is the captain's link with most of the ship's departments, and regularly provides him or her with essential information.**

request will have on other shipboard activities. For instance, **Stellar Cartography** might request use of the forward sensor array to gather data on a passing comet at the same time that it is being used by the conn officer to monitor a nearby space station. The ops officer would either deny the request or arrange to alter the ship's attitude so that Stellar Cartography could use one of the other sensor arrays.

Automated systems

Many of these requests are routine and are dealt with by the computer; however, some are more complex and require a trained mind. The ops officer can use several filter programs that dictate at which point he or she becomes involved in the resource allocation process. Experience has shown that even the most advanced starship systems are not capable of predicting every situation and, as a result, the ops manager will monitor the computer's decisions even when it is performing automated operations.

Ops also provides information to other ship's departments and inputs status information into the main computer as it becomes available. Ops will inform the appropriate personnel if an anticipated change will have an effect on their work.

In a battle situation, the best allocation of resources can be vital, and the ops officer works closely with the tactical officer to route power to the most needy areas and to assign damage control teams. This involves working



▶ **Ops is responsible for implementing many of the captain's decisions and ensuring that the ship operates in the most efficient manner possible.**

closely with Main Engineering.

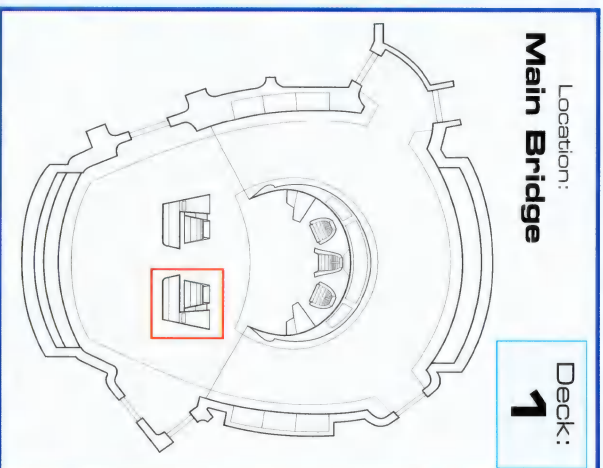
Ops often provides the commanding officer with data from the sensors, informing him or her about the situation on a planet's surface or when a ship approaches, and if possible identifying the vessel. Ops is responsible for launching probes and collecting data from them. In this instance, it may work closely with other bridge stations such as science, tactical, or engineering.

The ops officer is also responsible for coordinating away teams. As soon as the order to send an away team has been given, the ops officer informs the appropriate personnel and tells them which transporter room to report to; he or she also arranges for the appropriate equipment such as **phasers** and **tricorders** to be issued. If an away team member is on duty, ops allocates another officer to take his or her station. Ops also coordinates the allocation of comm frequencies with **mission ops** and ensures that the landing party can be monitored. A transporter room is notified that a party is leaving the ship; a transporter chief is assigned to the operation and, if necessary, ops provides transporter coordinates.

Ops coordinates a number of other activities, including initiating and controlling the saucer separation and authorizing shuttle launch and approach procedures. Before a shuttle can be launched, the **main shuttlebay officer** has to obtain clearance from the ops officer. Once the shuttle has cleared the ship, the pilot informs ops, which monitors the shuttle as long as it is in range.

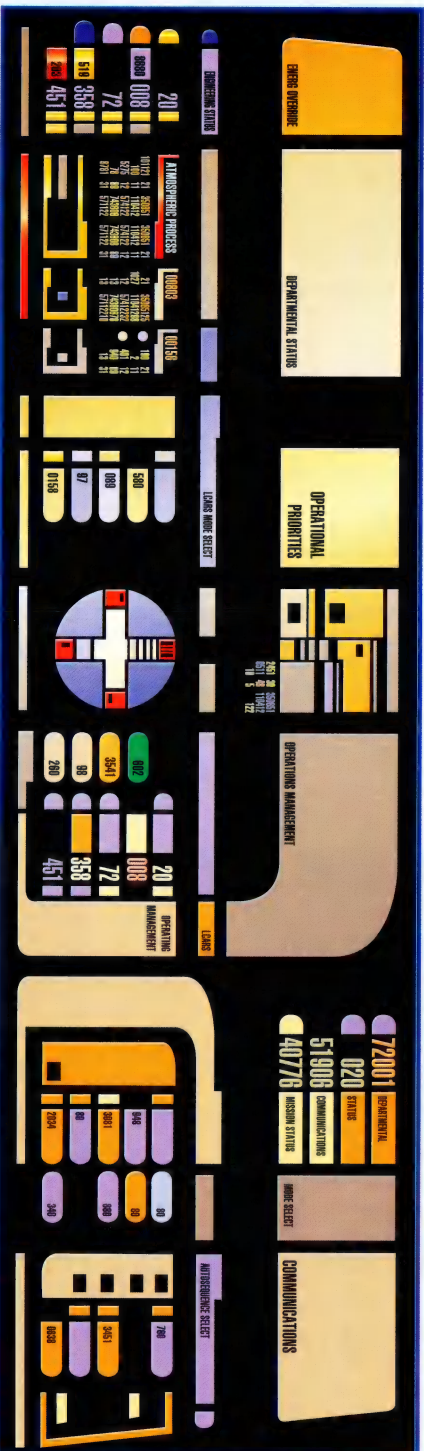


▶ **The ops station is located at the front of the bridge, directly in front of the main viewer. It shares several duties with the conn station, which is next to it.**



▶ **The small panel on the leg that supports the main console can be used to access controls that are not available from the main ops panel.**

STANDARD OPS STATION CONFIGURATION



▶ **The ops panel automatically reconfigures itself in different situations. In this typical configuration, the ops officer has access to information from several departments, and can monitor shuttlebay operations and environmental conditions on board ship. The ops officer can also initiate saucer separation.**

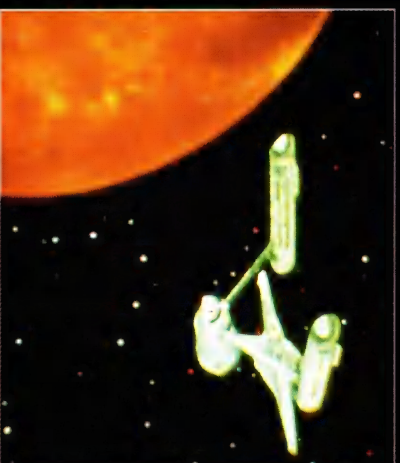
FILE 68 STAR TREK: The Original Series

'Return to Tomorrow'

Sargon, Thalassa, and Henoch have waited thousands of centuries for the opportunity to build themselves artificial bodies. Now they have a chance, but first they must take control of Kirk, Spock, and Dr. Ann Mulhall, and overcome their own desire for human feelings.

CAPTAIN'S LOG
STARDATE: 4768.3
"The ENTERPRISE is in orbit above a planet whose surface, our sensors tell us, is devoid of all life. A world destroyed and dead for at least a half a million years. Yet from it comes a voice, the energy of pure thought, telling us something has survived here for those thousands of centuries."

ON SCREEN...



1 The crew of the U.S.S. ENTERPRISE receive a mysterious signal that leads them to a long dead planet.



2 Kirk and his crew have been summoned by Sargon, a noncorporeal life form who is housed in a spherical receptacle.



3 Sargon takes control of Kirk's body. He is overwhelmed by the sensation of having a body again.



4 Sargon explains that he and the two other survivors want to borrow three humans so they can make artificial bodies.



5 McCoy and Chapel supervise the mental transference process aboard the ENTERPRISE.



6 Kirk's and Mulhall's bodies are not strong enough to carry the powerful minds without the aid of special drugs.

The U.S.S. *Enterprise* NCC-1701 tracks a strange reading to an ancient planet, which **Spock** reports has been dead for thousands of years as the result of a cataclysm. Suddenly, the crew hear a voice, who announces that he is **Sargon** and that he is communicating telepathically. He asks **Kirk** to beam down to the surface.

Spock's sensors detect an energy source a hundred miles inside the planet. Sargon says that Spock has found "them", and that he will make it possible for the transporters to beam a landing party to him. Kirk plans to leave Spock behind, but when he tells Spock this all the power goes offline. It only returns when Kirk changes his mind.

When Kirk, Spock, and **McCoy** arrive in the transporter room they find that **Dr. Ann Mulhall** has also been summoned. Sargon operates the transporter and leaves the security guards behind.

Long Search

The landing party find themselves in a vault. A door opens and they walk through into another chamber, where they find a glowing sphere, which announces that it is Sargon. He explains that his people were destroyed in a cataclysmic war half a million years ago; he once had a body, but now he is only pure thought, which is stored in the spherical receptacle.

When Kirk asks Sargon what kind of help he wants, Sargon takes control of the captain's body, transferring Kirk's mind into the receptacle. McCoy complains that Kirk's body is burning up, but Sargon insists that he and the two other survivors must have the use of Kirk's, Spock's, and Mulhall's bodies.

Sargon takes the landing party through into another chamber. There are two rows of spheres, but only two of them are still glowing with energy: Sargon's wife **Thalassa**, and his former enemy, **Henoch**. Sargon explains that after the war they stored their best minds this way, waiting until someone found them. They only want to borrow the *Enterprise* officers' bodies long enough to construct some new artificial ones. Kirk's body is weakening, so Sargon returns control to the captain.

Scotty beams the three receptacles aboard and McCoy monitors the transfer



STAR TREK: The Original Series
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'Return to Tomorrow'

process in sickbay. Sargon takes Kirk's body, Thalassa takes Mulhall's, and Henoch takes Spock's. They are all overwhelmed by the pleasure of having physical bodies after so many years. Sargon and Thalassa weaken at once, but Spock's body is more resilient, so Henoch prepares an injection to reduce their metabolic rates while the others return to their spheres.

Henoch gives **Nurse Chapel** three hypsoprays to be administered once every hour. She notices that Sargon's is different, but Henoch uses his superior mental powers to affect her mind. He explains that Kirk's body must die so that Sargon will perish and he will be able to keep Spock's body.

The three aliens begin work on their artificial bodies. Henoch tells Thalassa to enjoy her human existence, as she will soon be trapped in an artificial body and will not be able to experience touch. Sargon begins to weaken and leaves the lab. When they are alone, Henoch tells Thalassa that they should keep the **Starfleet** officers' bodies. She is moved by his argument, and walks out of the lab.

Acts of betrayal

Thalassa finds Sargon in the briefing room. He is extremely weak and has just contacted sickbay. She tells him that eventually the host bodies will adjust, but he tells her there is no point in even thinking about it. He kisses her, and then collapses. McCoy and Chapel arrive, but it is too late—Sargon is dead. The life support machines can keep Kirk's body functioning, but his mind is still trapped in Sargon's receptacle.

Henoch has completed an artificial body for Thalassa, but she refuses to transfer her consciousness into it. Instead, she goes to sickbay and asks McCoy if he would like to save Kirk; in return, she wants to keep Mulhall's body. McCoy refuses, and she attacks him with her thoughts, but when she realizes what she is doing she breaks off her assault. Suddenly, she and McCoy hear Sargon's voice. He explains that he transferred his mind into the computer. Chapel arrives, and Thalassa tells McCoy

to leave—Sargon has a plan. The room shakes, and a few seconds later Chapel walks out. McCoy rushes into the ward,

where he finds Kirk and Mulhall, who have been restored to normal. All the receptacles have been destroyed, including Spock's. Kirk orders McCoy to prepare a hypo with a deadly injection. Spock's mind is dead; now they must destroy Henoch.

The three officers head to the bridge, where Henoch has taken control of the *Enterprise*. McCoy tries to inject him, but

Henoch stops him and orders Nurse Chapel to inject the Doctor. She takes the hypo, but injects Spock's body. Henoch tries to move to another body, but Sargon stops him, and seconds later he falls to the floor.

Chapel staggers, and Spock stands up. Sargon explains that he influenced McCoy's mind because he knew that Henoch would read his thoughts—the injection was only

powerful enough to render Spock unconscious. Spock's consciousness was transferred into Chapel's body, which their two minds shared.

Sargon and Thalassa have realized that they cannot live in this world, but before they finally surrender their lives, they take control of Kirk's and Mulhall's bodies for just long enough to share a last embrace.

ON SCREEN...



7 While Sargon and Thalassa are working on their artificial bodies, Thalassa tells her husband that she will miss sensations like touch.



9 Thalassa's artificial body is ready, but she cannot face the thought of trapping her consciousness in it. Henoch intends to keep Spock's body.



11 Sargon has survived by transferring his mind into the ship's computers. He and Thalassa destroy the receptacles so that Henoch cannot return.



8 Henoch deprives Sargon of the drug he needs to stabilize Kirk's metabolic rate, and tries to persuade Thalassa that their artificial bodies will be prisons.



10 When McCoy refuses to help Thalassa keep control of Dr. Mulhall's body, she attacks him. But she realizes that Sargon was right, and relents.



12 With Henoch dead, Sargon and Thalassa share a last tender moment together before finally allowing their minds to perish.

STARSHIP FACTS

Sargon claims that his people, who were humanoids, colonized it many worlds. Spock believes it is possible that the Vulcans are descended from these settlers.

FILE 71 STAR TREK: VOYAGER

'Blood Fever'

B'Elanna Torres is shocked when Ensign **Vorik** tells her he wants to mate with her. She soon finds that he has transmitted the **Pon Farr** to her, and that, like him, she is gripped with an almost irresistible desire to take a mate.

CAPTAIN'S LOG
STARDATE 50537.2
"Routine scans of an uninhabited star system have revealed the presence of gallicite, a very rare substance, on the fourth planet."

The crew of the **U.S.S. Voyager NCC-74656** are pleased to find a planet with large deposits of **gallicite**. There are indications that there was a mining colony on the surface, but it appears to have been abandoned, so **JaneWAY** assigns **B'Elanna** to organize the mining operation.

B'Elanna begins working with the **Vulcan** engineer, **Vorik**. When they take a rest, he declares **so'lik** and tells her that he has chosen her as his mate. He has many logical reasons why they should mate, but B'Elanna refuses. Vorik seems angry and grabs her. Amazed, she knocks him to the ground.

The **Doctor** examines Vorik and, when they are alone, he forces the young ensign to admit that he is going through **Pon Farr**. Even though his condition is life threatening, Vorik insists on attempting to resolve his condition through meditation.

The Doctor discusses Vorik's situation with **Tuvok**, but he is unwilling to become involved. He tells the Doctor that Pon Farr is too irrational to be analyzed or cured. Vorik has three options: he can take a mate, fight, or meditate. Whatever he chooses, he must do it without help.

B'Elanna infected

B'Elanna arrives in the transporter room, where **Tom** and **Neelix** are waiting. She is incredibly brisk and impatient. When they beam down, they find the remains of the colony, which appears to have suffered some kind of disaster.

The mining team make good progress, but Neelix falls from a particularly steep rock face. B'Elanna grabs him, but both of them are hurt when they land. Neelix has a broken leg, and B'Elanna seems enraged and heads off into the tunnels on her own. Tom tries to stop her, but she bites him on the cheek and storms off.

Tom contacts **Voyager** and tells them what has happened. The crew cannot establish a transporter lock, and prepare to send a rescue team. Before they leave, Tuvok visits Vorik. He asks him whether he touched B'Elanna; when the ensign reports exactly what happened, Tuvok tells him that he initiated a telepathic mating bond and transmitted the Pon Farr to B'Elanna. Vorik is determined to go to the surface and mate with her, but Tuvok stops him.

ON SCREEN...



1 The crew of the **U.S.S. VOYAGER** find a planet with large gallicite deposits. As the planet appears to be uninhabited, they plan to take as much gallicite as they can.



3 The Doctor asks everyone to leave sickbay so that he and Vorik can discuss what happened. When they are alone, Vorik admits he is undergoing Pon Farr.



2 B'Elanna is in charge of the mining project. While she and Vorik are working in Engineering, the Vulcan asks her to be his mate and takes her face in his hands.



4 B'Elanna seems unusually enthusiastic and brisk when she, Tom, and Neelix beam down to the planet to survey the abandoned mine for gallicite.



5 After B'Elanna walks off into the tunnels, Tuvok and Chakotay join Tom. They send Neelix back to the ship, and Tuvok explains that B'Elanna has 'contracted' Pon Farr.



6 B'Elanna is finding it harder and harder to control herself. When a group of aliens appear, she attacks one of them and sets off a rockfall that traps her and Tom.

'Blood Fever'

The rescue party take Neelix back to the ship while Tuvok, Chakotay, and Tom begin to look for B'Elanna. Tracking her is difficult; the rocks limit scanning range to about 20 meters. When they find her, she has just found some power conduits that are plated in gallicite. Tuvok tries to explain what has happened to her.

Suddenly a party of aliens, the **Sakari**, appear from the shadows. They are worried by the away team's weapons, but Chakotay manages to persuade them that the crew do not mean any harm. They are about to leave together when there is a seismic alert. One of the aliens tries to pull B'Elanna out of danger, but she assumes he is attacking her and knocks him down. As they fight, there is a rockfall that separates Tom and B'Elanna from everyone else. B'Elanna is increasingly short-tempered, but Tom persuades her to come with him.

On *Voyager*, the Doctor suggests a different approach to Vorik's problem. He persuades him to take a holographic mate, **T'Pera**.

Uncontrollable urges

In the tunnels, B'Elanna is beginning to lose control of herself. She struggles with Tom and it rapidly turns into the **Klingon** version of foreplay. Tom has to force her away from him.

The Sakari are particularly concerned that *Voyager* detected something worth investigating on their planet. They explain that long ago a race of invaders attacked the Sakari and almost wiped them out. The few survivors escaped into the mines, where they have lived ever since. Chakotay offers to help them disguise the remaining traces of their civilization.

There are more rockfalls in the tunnels and B'Elanna's condition is worsening. She corners Tom, but he tells her he knows that she's not interested in him and he will not take advantage of her. She tells him she is attracted to him, but was afraid to admit it. Tom pushes her back and tells her that he hopes that one day she will mean what she's just said.

The Doctor finds Vorik in the **holodeck**. He seems much calmer, and the Doctor finds that his biochemistry is almost back to normal.

Chakotay and Tuvok manage to rescue Tom and B'Elanna, and they make their way to the surface. They cannot contact the ship. Tuvok tells Tom to 'help' B'Elanna, and he and Chakotay move off to a discreet distance.

B'Elanna takes Tom into a clearing, throws him to the ground, and tells him to enjoy himself. Suddenly, Vorik pulls them apart and declares **koon-ut-kal-if-fee**. Tuvok and Chakotay arrive, and an almost

uncontrollable Vorik admits that he has taken the ship's commms systems offline. B'Elanna is furious, and decides to accept Vorik's challenge herself. The fight is vicious, but B'Elanna wins, purging both her and Vorik's blood fever.

With everything back to normal, the crew help the Sakari improve their camouflage in return for a generous supply of gallicite.

Back on *Voyager*, B'Elanna finds herself in a **turbolift** with Tom. She tells him they

should pretend the whole mission never happened and that everything she said was caused by the Pon Farr. Tom is not convinced; he tells her he thinks she is afraid of her Klingon side, but that he wouldn't mind seeing it again. As B'Elanna walks off, she tells him to be careful what he wishes for.

On the surface, Chakotay shows Janeway that the away team have found the remains of one of the invaders – a **Borg**.

ON SCREEN...



7 B'Elanna feels an overwhelming urge to mate, but Tom insists that he will not take advantage of her.



8 On the ship, the Doctor suggests that Vorik mate with T'Pera, a holographic Vulcan female.



9 The Sakari explain that they were almost wiped out in an invasion, and agree to help Tuvok and Chakotay.



10 Tuvok tells Tom that he must mate with B'Elanna, and the two friends find a private spot.



11 Vorik beams down to the surface and demands the right to fight for his mate. B'Elanna chooses to fight herself.



12 The fight purges both B'Elanna's and Vorik's blood fever and the two crew members return to normal.

STARSHIP FACTS

Gallicite is a rare substance that is used to make warp coils.

This is the first time that Vorik has entered Ponn Farr.

F continued

Fima System

Delta Quadrant star system, site of an **Enaran** colony. **U.S.S. Voyager** transported some Enarans, including **Jessen** and **Mirell**, from this system to their homeworld in 2373. (Starship Log: 'Remember' [VOY]) **SEE FILES 18, 71**

fin

Twentieth-century American slang for a five-dollar bill, from the Yiddish *finf*, meaning 'five.' While giving **Harry Kim** a lesson in pool hustling, **Tom Paris** mistakenly said it was Scandinavian currency. (Starship Log: 'The Cloud' [VOY]) **SEE FILE 71**

Fina Prime

Delta Quadrant planet. An outbreak of the **phage** pandemic occurred here in the 24th century. **Danara Pel** visited the planet to help the sufferers. (Starship Log: 'Lifesigns' [VOY]) **SEE FILES 3, 58, 71**

Finagle's Folly

Alcoholic drink invented by amateur bartender **Leonard McCoy**. McCoy maintained that he was famous "from here to Orion" for this mixture. (Starship Log: 'The Ultimate Computer' [TOS]) **SEE FILE 68**

Finagle's Law

An article of deep space lore quoted by **Captain Kirk** to his first officer. "Any home port the ship makes will be somebody else's." (Starship Log: 'Amok Time' [TOS]) **SEE FILE 68**



Final Ritual

The death rite in **Drayan** culture. Dying Drayans complete their life cycle by journeying to a sacred cave on a moon, where they believe the first spark of creation occurred. (Starship Log: 'Innocence' [VOY]) **SEE FILES 18, 71**

▶ When the Drayans reach the point of death they go to a sacred cave to undergo the final ritual.

'Finding and Winning Your Perfect Mate'

A book, written by **Dr. Jennings Rand**, that provides advice on romance and marriage. **Odo** read the first three chapters when he thought he might remain as a **Solid**. (Starship Log: 'In Purgatory's Shadow' [DS9]) **SEE FILE 70**

Finis'ral

Final sexual stage of a **Kriosian empathic metamorph** during which the metamorph is very attractive to the opposite sex, not least because she changes to fit her partner's needs and desires. (Starship Log: 'The Perfect Mate' [TNG]) **SEE FILES 18, 69**

Finn, Kyril

Leader of the **Ansata** struggle for independence on **Rutia IV**. A dedicated and charismatic man, he was killed in 2366. (Starship Log: 'The High Ground' [TNG]) **SEE FILES 18, 69**



▶ During the **Finis'ral**, **Kriosian empathic metamorphs** can make themselves into exactly what a partner wants.

Finn, Marla E.

While helping to construct the **U.S.S. Enterprise NCC-1701-D** in 2363, Finn was murdered in what is learned to be a crime of passion. (Starship Log: 'Eye of the Beholder' [TNG]) **SEE FILE 69**

Finnea Prime

The base location of a member of the criminal **Orion Syndicate** named **Draim**. Draim specializes in blackmail and extortion. (Starship Log: 'A Simple Investigation' [DS9]) **SEE FILES 3, 18, 70**

Finnean

A member of the race native to **Finnea Prime**. (Starship Log: 'A Simple Investigation' [DS9]) **SEE FILES 3, 18, 70**

Finnegan

An upperclassman at **Starfleet Academy** at the time **James T. Kirk** was a cadet. He enjoyed tormenting earnest young men such as Kirk. (Starship Log: 'Shore Leave' [TOS]) **SEE FILE 68**

Finney, Ben

Starfleet officer who served aboard the **U.S.S. Enterprise NCC-1701**. Though they had been friends earlier, Finney harbored a grudge against **James T. Kirk** and in 2267 unsuccessfully attempted to frame him for murder. (Starship Log: 'Court Martial' [TOS]) **SEE FILES 20, 43, 68**



Finney, Jamie

Ben Finney's daughter. She was named for **James T. Kirk** before the incident that made **Ben Finney** Kirk's enemy. (Starship Log: 'Court Martial' [TOS]) **SEE FILE 68**

▶ **Jamie Finney** was named for **James T. Kirk**. When Kirk faced a court martial for her father's death, she was living on **STARBASE 11**.

finoplak

A solvent with the appearance of water, but able to dissolve a **Starfleet** uniform without harming bioplast sheeting such as the substance that makes up **Data's** skin. (Starship Log: 'The Most Toys' [TNG]) **SEE FILE 69**

fire ants

Earth insect found in the southern parts of the old United States. The bite of this insect is painful to humans and other humanoid. (Starship Log: 'The Chute' [VOY]) **SEE FILE 71**

Fima System

fin

Fina Prime

Finagle's Folly

Finagle's Law

Final Ritual

'Finding and Winning Your Perfect Mate'

Finis'ral

Finn, Kyril

Finn, Marla E.

Finnea Prime

Finnean

Finnegan

Finney, Ben

Finney, Jamie

finoplak

fire ants

fire caves

Fire Plains

fire snakes

fire suppression system

Fire-Beast of Rutilia, The

fireboxes

firefighting

fromactal drive

First Castellan

First City

First Clerk

first contact

First Contact

First Federation

First Hebrian civilization

First Male

First Meal

First Minister Shakaar

First One

First Race



▶ The **Vidlian** doctor **Danara Pel** helped to treat an outbreak of the **phage** on **Fina Prime**. She almost died on the journey back to her home planet.



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fire caves

Popular tourist destination on **Bajor**. Energy-based life forms called **Pah-wraiths** are imprisoned there by the **Bajoran Prophets**. Sometimes called fire caverns. (*Starship Log*: 'The Assignment' [DS9]) **SEE FILES 10, 70**

Fire Plains

Barren savanna-like expanse of grassland that is mentioned in the epic **Vulcan** narrative, '**Falor's Journey**.' (*Starship Log*: 'Innocence' [VOY]) **SEE FILE 71**

fire snakes

A reptilian species renowned for its fierce nature. The **Delta Quadrant's Kolaati** traders are known to be as mean as fire snakes. (*Starship Log*: 'Fair Trade' [VOY]) **SEE FILE 71**

fire suppression system

SEE **firefighting**

Fire-Beast of Sullus, The

A creature prominent in **Drayan** folklore. The **Drayans Tuvok** encountered in 2372 asked him to tell them a bedtime story featuring the ferocious **Fire-Beast**. (*Starship Log*: 'Innocence' [VOY]) **SEE FILES 18, 71**

fireboxes

On the planet **Omega IV**, this is the **Yang** term for **phasers**, a weapon they had never seen before **Starfleet's** arrival. (*Starship Log*: 'The Omega Glory' [TOS]) **SEE FILES 18, 68**

firefighting

Among the systems that **Starfleet** ships use to put out unwanted fires are containment fields, handheld extinguishers, and opening the area to the vacuum of space. (*Starship Log*: 'Up The Long Ladder' [TNG]; 'Deadlock' [VOY]) **SEE FILES 69, 71**

fromactal drive

Imaginary ship's system. To regain control of the **U.S.S. Enterprise NCC-1701-D** in 2369, **Commander Riker** foiled the invading **Ferengi** with tales of this imaginary computer system. (*Starship Log*: 'Rascals' [TNG]) **SEE FILE 69**

First Castellan

A title or rank. The **Ilari** insurgent **Tieran**, while inhabiting the body of **Kes**, promoted his aide **Resh** to First Castellan in reward for his faithful service. (*Starship Log*: 'Warlord' [VOY]) **SEE FILES 18, 71**



First City

The **Great Hall** is located here on the **Klingon** homeworld, and is the capital of the Klingon government. (*Starship Log*: 'Sins of the Father', 'The House of Quark' [DS9]) **SEE FILES 11, 69**

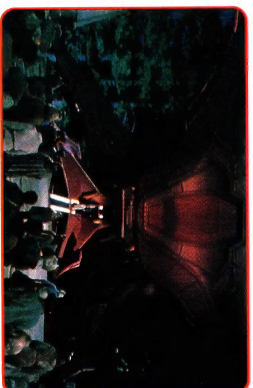
▶ **The Klingon Great Hall is in the First City on Qo'noS.**

First Clerk

Ferengi position. The First Clerk is the personal financial assistant to the **Grand Nagus**, a post of great honor and power – and considerable misery, too, as **Quark** discovered in 2373. (*Starship Log*: 'Ferengi Love Songs' [DS9]) **SEE FILES 14, 70**

first contact

In general terms, the first meeting between races of different planets. It is a delicate matter that the **Federation** often handles with specialists. (*Starship Log*: 'Tin Man' [TNG]; 'Wave Along Home' [DS9]) **SEE FILES 19, 69, 70**



▶ **Earth's First Contact occurred on April 4th, 2063 after a passing Vulcan ship detected the PHOENIX's warp signature.**

First Federation

An association of technologically advanced beings. First contact was made with the **Federation** by an enormous ship called the **Fesarius**, which was controlled by a diminutive humanoid called **Balok**. He adopted an aggressive appearance to test the reactions of the ships he encountered. (*Starship Log*: 'The Corbomite Maneuver' [TOS]) **SEE FILES 40, 58, 68**

First Hebbitan civilization

Ancient ancestors of the **Cardassians**. Their spectacular tombs, filled with jewel-encrusted artifacts, were unearthed in the late 2160's. (*Starship Log*: 'Chain of Command' Part II [TNG]) **SEE FILES 13, 69**

First Maje

SEE **maje**

First Meal

The ritual repeat eaten by the residents of **Meridian** upon becoming corporal. In 2371, members of the **U.S.S. Defiant** crew were invited to share in the ceremony by **Seltn**. (*Starship Log*: 'Meridian' [DS9]) **SEE FILES 5, 18, 70**

First Minister Shakaar

SEE **Shakaar Edon**

First One

The title of the first spouse acquired by a person on **Ligon II**. The second spouse acquired will be called **Second One**. (*Starship Log*: 'Code of Honor' [TNG]) **SEE FILES 18, 69**

▶ **On Ligon II, a person's primary mate is referred to as his or her 'First One'.**



First Race

According to the ruling doctrine of their society, the saurian **Voth** species was the First Race of sentient beings to evolve in the **Delta Quadrant**. The entire Voth society was based on this belief, but **Professor Gegan's Distant Origin Theory** challenged this tenet, proving that they evolved on Earth in the **Alpha Quadrant**. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILE 18, 71**

▶ **According to their doctrine, the Voth were the first race of sentient beings to evolve in the Delta Quadrant.**



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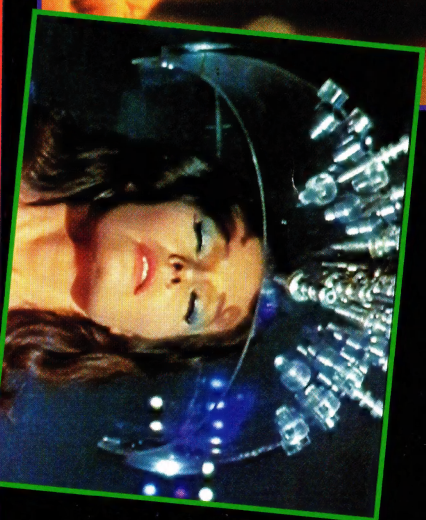
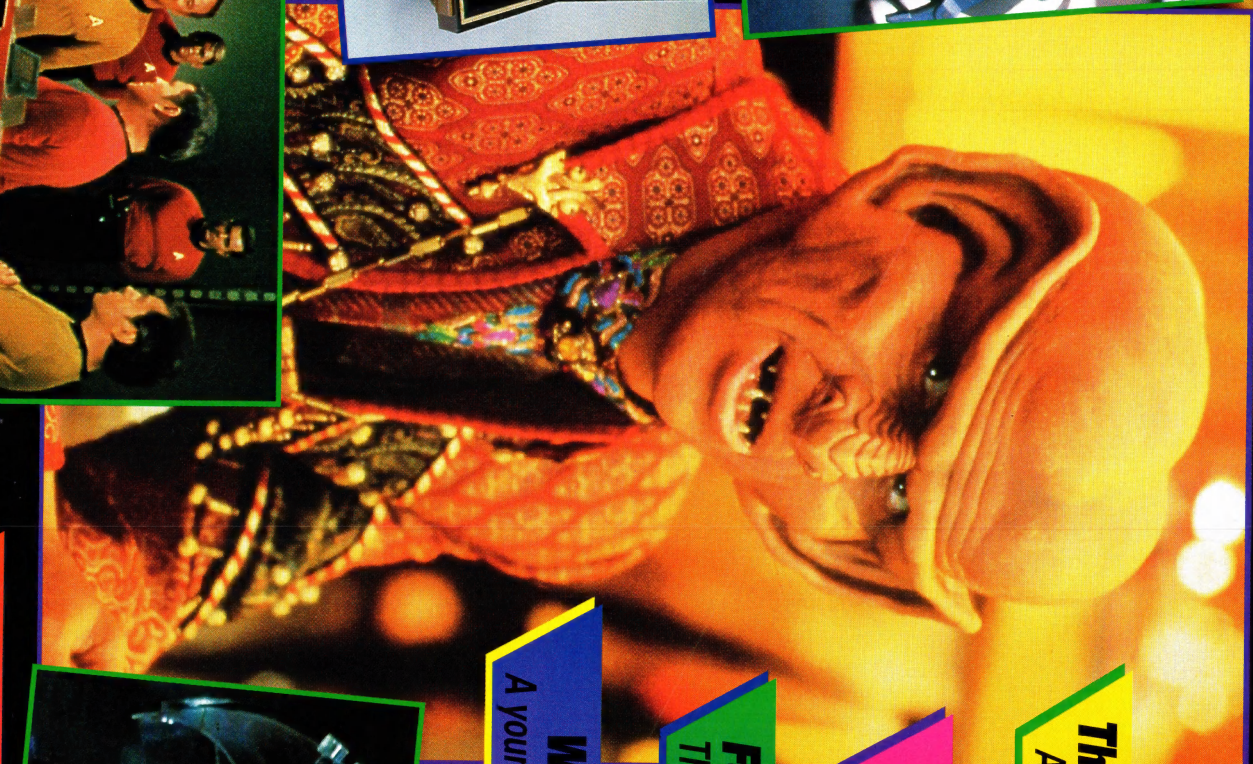


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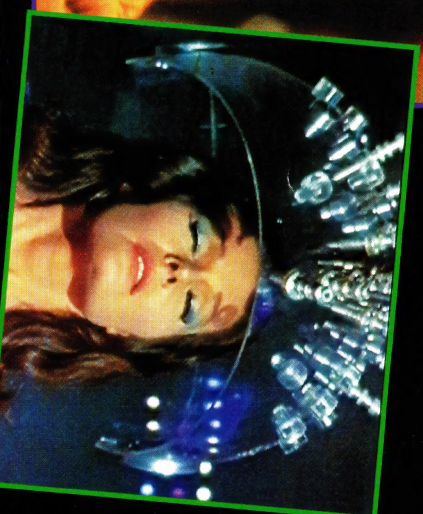


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